

WHAT NOW?

THE ADVENTURERS HANDBOOK



ISSUE 18

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Editorial

Welcome to Issue 18 of "What Now?", and in our opinion one of our best to date, with one or two solutions that will put weary adventurers out of their misery.

Perhaps the biggest news for Spectrum 128K adventurers has been the release of the Spectrum 128K version of "The Pawn", an Adventure game obviously familiar to many on the C64. For Spectrum owners we will have a full review in our next issue, but one thing that does disappoint is the fact that the Spectrum 128 version is text only, which is a shame because one of the main selling points of the C64 version were the excellent graphics that accompanied the game. At £14.95 on cassette we have to be just a little sceptical about it's success on the Spectrum. On the subject of games our adventure reviewer Gregory Quinn takes a quick look this issue at some of the cheapies that are available, and also a look at a very popular Mail Order game, Book of the Dead published by The Essential Myth.



Good news for our war game readers as this issue includes reviews of the latest S.S.I., C.C.S., and P.S.S. game releases and even better news is that as from next issue a new writer Rick Hoggart will be offering advice on war and strategy games in our new 'Battlefield' column. Also fans of the now defunct Red Shift software House may be happy to know that their games will be re-released on a new label, and even more is promised.

Sunshine Publications, publishers of Popular Computing Weekly seem to have lost faith in the weekly adventure column, which is presented by Tony Bridge. We spoke to P.C.W. two or three weeks back concerning a future advert that we requested to be placed opposite the Tony

Bridge column, for maximum effect. P.C.W. informed us that as from the May 1st issue, P.C.W. is being re-styled, and will not include a Tony Bridge column. On the face of it bad news, but in reality one page a week on the subject of adventure is nowhere near enough, and Tony Bridge always struggled given the limitation of space to produce a readable column on a regular basis. You may remember that it was Sunshine Publications that produced the Micro Adventurer magazine many moons ago, and this move now appears to break any connection with adventure, apart from perhaps the option to still review new games. P.C.W.'s sales have apparently dropped over the last few months, although it remains the only weekly computer mag available, and still has a readership of 35,000 plus.

On a lighter note we have attempted to add a little culture to this issue, to the extent of adding a little bit of Computer poetry, and they said we don't have class, eat your heart out Wordsworth!

Anyway the sun's out, but I've got a dark smelly dungeon to get back to, so we'll see you next issue.

Prism Become Addicted

Software House Addictive have been taken over by record and software distributor Prism and have acquired rights to all Addictive

titles old and new. Kevin Toms of Addictive has now set up a one man company that Prism have licensed to produce four new games over the next two years. The bad news is that Tom's three employees have been made redundant. Prisms

first move is to re-release Football Manager at only £2.99 across eight formats. Prism forecast that it will clear another 150,000 units of the game, this being on top of the 300,000 already sold at the full price.

Gold, Silver, and Platinum Cassettes

The British Micro Federation is to initiate awards for home computer games. The industry will give official recognition of unit

sales in excess of stated quantities. A silver cassette will be awarded for sales in excess of 50,000 units, gold for sales above 100,000, and platinum for over 200,000. Any software house can apply, whether a game is new or old, provided that an Accountant or Auditor can testify to the units sold. Mastertronic are quick to

point out, that if they apply, they will be a little short of wall-space for all their bestsellers. Some firms are less enthusiastic, and of course, the B.M.F. are not doing it for free - the software house would have to fork out for its claim. £50 for silver, £75 for gold, and £100 for platinum. Cassettes certainly cost a lot these days.

Game Console Re-Launch

The Atari 2600 games console, that originally appeared in 1977, before the Micro computer boom, is now being re-launched through Mail Order Firms and Department Stores. Back in 1977, it would set you back £200 for a unit, and now the re-launch price is a mere £49.95. Atari look to sell

150,000 units this year. One major stumbling block, back in 1977, was the price of the game cartridges, but this has been overcome with games ranging from £2.99 to £9.99, in line with computer software. Initially, 40 games will be available, but it is rumoured that all major software houses will be contacted in the near future, in the hope that they will produce games for the machines, or, convert existing computer titles.

Macsen Go Bust

Don't despair, but you won't be seeing a Macsen licensed Eastender Adventure game, at least for now, as Macsen have gone under. They apparently owe a staggering £350,000.

Red Shift Return

Computer wargamers may be happy to learn that Infogrames have launched a new war game label, and will kick off their releases with a re-vamped "Apocalypse" on the Spectrum and B.B.C. Infogrames have admitted that they had had to change the style of their presentation boxes recently, due to a great deal of retailer resistance to the style.

Automata - Yours For free (Almost)

Automata has been up for sale for a few months now, and owner Christian Penfold, who wants to pack up and go and breed St. Bernards, will give the

company to the first caller. The package includes the rights to 30 games, plus, Piman's unwashed suit! One sour note is that purchasers would have to make good Automata's outstanding £2000 debt. Christian Penfold is very philosophical about it all, and remarks "10 years ago this country was a great computer software country, but now it's crap!"

PCW To Drop Adventure

Popular Computing Weekly, as from May 1st, has

been re-vamped in style and content. Strangely enough, the Tony Bridge Adventure Column is to be dropped. Sunshine Publications do state, that this is not the end

of their links with adventure, and believe that they need to devote more space to the subject, than one column per issue. But their plans for now remain sketchy.

Reader Feedback

We received the following from **Mrs. M. J. Hicks** of Ashford

I would like to take this opportunity to congratulate you on the quality of your Handbook. I became a subscriber on Issue 13 and have not been disappointed with it yet. In fact, there have been improvements each month, mostly to do with your recent change of printer and layout. I enjoy the Handbook immensely, have found the Help section of great use and study your review section before buying any new software.

As an adventure fan only and not one to whom PBM or War Games appeal, I must add that I hope your Handbook continues to deal primarily with adventure games. I would hate you to be overtaken by War-gamers etc., as they do already have speciality literature already available, unlike us adventurers. I don't mind sharing a small section of my Handbook with them, as this also gives me an insight into their games.

Now that you have a telephone help-line I don't think I'll be in any doubt about renewing my subscription to your publication, although I may well think twice about

your "rival"!

I wish you good luck in your future endeavors with *What Now?* I hope that putting it onto newsagent shelves does not destroy the friendly club feeling one gets from the Handbook.

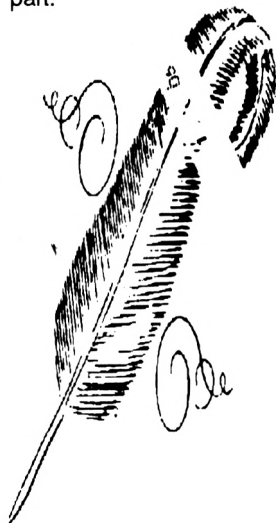
H & D Comment

Our thanks to Mrs. Hicks and she is not the first to be a little worried about PBM and War Games - items that also appear in *What Now?*. We do believe that computer war games are ill catered for in computer magazines and we will try our best to improve our help on these items, but without detriment to the heart of the Handbook which is after all adventure. Items with non-computer links i.e. PBM will be present in the book to help give an overall view of the gaming world, but the size will be restricted as we do appreciate the minority interest as far as computer owners are concerned. But if a few computer owners are urged to have a go at PBM then why not, as we believe that in time the world of home computer adventuring and PBM will grow ever nearer.

The telephone help-line supplements our books superbly and we are very grateful for the time and effort put into it by our resident

columnist "The Phoenix" who in return loves to hear from H & D readers during the times stated!

Hands on heart we don't want *What Now?* to lose that friendly touch, whether we sell 1000 or 50,000, after all it's perhaps the only professional mag where you the reader are an integral part.



Feedback from **Mr. M. Pulpher** of Croydon

As a subscriber to your magazine I thought it time to write to you regarding your latest version of *What Now?*

Firstly let me say that I have nothing but praise for people trying to supply

'Adventurers' with what they want : help, news, contact and recognition (but not necessarily in that order).

However I have a few points to make and hope you understand that they are meant well.

Your Reader Feedback section is much too small, as Adventurers like contact and reading other people's views, likes, dislikes etc. Only two pages is far from satisfactory and I am sure that there are lots of people who would like to say something. Also what about a Star Letter?

Reviews. Good. This section is well done and you can never have enough as this information is invaluable to us adventurers.

Help. Now this is one of my biggest dislikes. No, don't get me wrong, we all need as much help as we can get, but not in the format you choose. Most adventurers requiring help are usually stuck in one location or situation (as most adventures are written like that), before any more progress can be made. What we don't require is the complete solution. Surely the ambition of every adventurer is to solve the game without any help, and if you do need a clue it can be quite difficult trying to extract it from a complete solution without noticing other answers further ahead. Why not have a few clues from many adventures instead of these complete solutions and also code them for people who don't want to know the

answers! This I am sure will satisfy more readers and also cut down the number of pages in this section and allow more pages in the letters section. Also letters on help can be used to create your help section.

I hope you find these comments are constructive and assist you in your efforts to making your magazine THE one.

H & D Comment

Mr. Pulpher has raised some views that we know not all of our readership will agree with, but we'll try to put over our own stance on his thoughts.

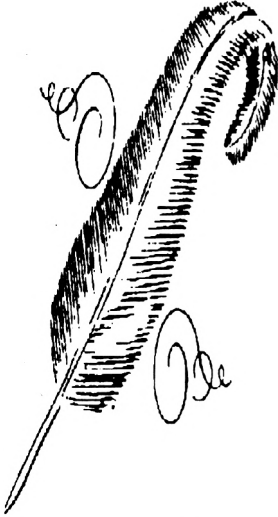
Firstly, as far as Reader Feedback is concerned we are currently publishing ALL the relevant letters we receive. We do receive a number of comments that in the main deserve a personal response, but we have no objections to having a larger feedback section as long as it is of general interest to adventurers. Once the letters come in, there is no reason why long term we don't have a Star Letter, but at the moment see little need for it.

Now on to the main point of contention, the help section. Although we do tend to concentrate on solutions and maps our best mix would perhaps be 40-50 pages split evenly between help and complete solutions. We would need quite a multitude of cryptic and coded help to fill say 20 pages and this would certainly be a stumbling block.

We agree there are the obvious major problems in certain adventures eg the Goblin's Dungeon or staying alive at the start in Return to Eden, but you couldn't guarantee to supply the right one-line help to all adventurers. Also, to be honest, our telephone help-line should alleviate some of those troublesome parts in any game. We ourselves have had numerous phone-calls from people wanting particular help, and from details given ie location and descriptions, we've been able to help them over that particular hurdle, without ruining the rest of the adventure. So, if you don't wish to stumble across something you'd rather not know about, why not ask someone else to look at the solution and tell you the relevant facts. Granted, this might not always be possible, but if you read a solution from the start a glance down should reveal the particular area where you are stuck, and solve that particular problem without detriment to the rest of the adventure.

We are sure that many people both agree and disagree with our stance, but the majority do appear to prefer the safety of a full solution, despite the obvious temptations which it offers. Many of the big magazines have now begun to devote space for both solutions and maps, presumably due to popular demand. Either way, we'll try to give the best in adventure help, and Mr.

Pulpher's very valid points have been noted.



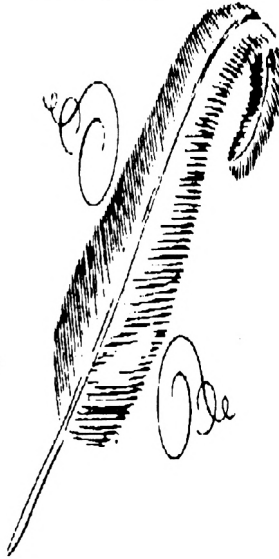
An unsigned letter dropped through our postbox:

"Do any of you care?", you asked at the end of Issue 16 of 1338, the Saga Continues. Yes, Yes, Yes!!, we do care. Life at 1338 is very important to us all. We, out here, cannot wait to read the next thrilling installment of the Saga. (We don't really read the rest of the book). In fact I've even considered writing to Auntie Beeb in the hope they will serialise "Life at 1338". Can you imagine it, you would soon be as rich as J. R. Ewing.

When you do become a star, please remember us, the everyday folk, your fans, well me anyway! Looking forward to the next great, fantastic episode. Please can you make them longer? Regards, your greatest Fan.

H & D Comment

Believe us, we are happy that at least one reader appreciates the hours of dedicated effort that goes into producing this masterpiece. Unfortunately Mr. H is firmly against the Saga being serialised; he doesn't fancy the idea of being shot! As for making them longer you are either a glutton for punishment, or there's one born everyday!



Douglas Jeffery of Canada offered the following anecdotes.

I have just received Issue 16 of What Now? and had to write about a couple of items.

First off, your previewer of the new Memotrad Einstrum must of gotten (He's Canadian - Ed) a preproduction model as I have just bought one of the

first on the market. It helps to live near Alaska at times. My unit has a few features that did not get mentioned in the preview. This computer is the first to offer full interaction. The first item not covered by your previewer is a helmet. This helmet, through a skillful use of electronics, can give you all the sensations of the game hero. The helmet is connected to the midi-socket. It has a built in disconnect in case you allow the game hero to die. You will black out for a few minutes, but will be OK. This will totally change the way you play games, as having your arm ripped off and eaten by an ogre is not a whole lot of fun!. Of course, the helmet also gives you full sound and has a pull down screen for text as an inexpensive extra. There is also a complete odour package in the works, pending some games with something better to smell than dank caves, slimy bogs and rank monsters.

On page 70 you had a review of Field of Fire. Your reviewer, and I suppose most of your readers are not aware of Sgt Rock and Easy Co. They have been fighting WW II since the mid sixties in the comics. I saw the latest issue just the other day in a local shop. One of the reasons they have lasted so long is just the point mentioned in the review, they do die. I have not seen the game yet, but if it is true to the comic style, it should be great to play.

I have been

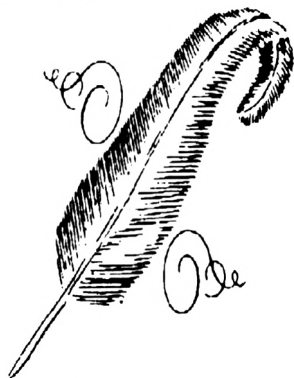
wondering if you can supply all the games that you review. Perhaps if you do you could mention it somewhere on the order form or in the mag.

H & D Comment

With the Memotrad Einstrum's obvious success in Canada, no doubt we'll be seeing a flood of games software emanating from North America over the next few months. Our own intrepid adventurer Percy is a little worried about the helmet, which may ruin his new hairstyle, and as he constantly blacks out during his games anyway can see little need for this accessory.

Our reviewer used to be an avid reader of U.S. comics about 13 years ago and kicked himself for not connecting with one of his favourite heroes.

As far as games that we review, H & D currently buy all the tapes that they review and so nearly all should be available from ourselves.



Mr. P. J. Ridley of Wokingham dropped us a line

Just a few lines to say that despite the misgivings I had originally with your change of format, I do find myself warming to the new What Now? with receipt of the second issue.

The Review Section is very helpful - with a book you can pick it up and read a few excerpts here and there, from which it is possible to form a pretty good view of whether or not you will enjoy it. A computer game is very different, and in the usual way you can have no idea of whether you will like it or find it absolutely infuriating, until you have paid for it and taken it home. Reviews are one way of reducing the risk of wasting money, but reviewers - being human - have their own foibles, which may not be the same as those of the reader. One way to further reduce the risk, is for reviewers to sign their reviews, and another would be for each reviewer, when introduced to the review panel, to write (and for you to publish) a brief personal 'history' and indication of preferences.

On another tack, I don't know whether others of your readers share my difficulty in getting hold of particular budget games. I live in a small town and work in another. Neither has any retailers that stock a comprehensive list of computer games - particularly the budget variety. I would therefore be grateful if H & D would consider setting up a service to supply budget games by post. Of course I

appreciate that the profit margin on budget games is low, but I for one would be quite happy to pay say £2.50 for a game with a retail price of £1.99, just for the benefit of being able to get what I want, delivered by post. The games I had particularly in mind are Kobyashi Naru and Imagination - both very favourably reviewed by you.

H & D Comment

The personal history and preferences of the reviewers is an excellent idea, and one we may take up in the near future. Obviously with adventure games, both ourselves and other mags usually have only the one reviewer for each game, so his preferences may show through no matter how unbiased he aims to be. Reference to our comments on Mr. Jeffery's letter, we also buy all the games reviewed so timescale in getting a wider view is sometimes limited, unlike other mags who may be offered preview copies.

As far as budget software is concerned we would be happy to supply tapes at R. R. P. plus 30p to cover postage and packing. There will be no problem for us in getting hold of any budget tape that is still commercially available. We should be able to get hold of any game that we review. Address all correspondence to:

Reader Feedback, H & D Services, 1338, Ashton Old Road, Higher Openshaw, Manchester, M11 1JG.

GAME REVIEW SECTION

The Scoring System:

Between 90-100% H&D Rave
Between 80-89% Excellent
Between 70-79% Very Good
Between 60-69% Good
Between 50-59% Average
Between 40-49% Poor
Between 30-39% Rubbish
Between 00-29% Garbage

Title: BOOK OF THE DEAD

Publisher: The Essential Myth

Address: 54 Church St,
Tewkesbury, Gloucester,
GL20 5RZ

R.R.P: £3.95

Game Type: Graphic Adventure

Life, as a minor God, living among other Gods, was good and seemingly eternal. This situation, however, was suddenly changed, when your father, the great God Set, traitorously murdered the leader of all Gods - Osiris. Greedy for power, he thought that this action would make him chief of all Gods. His plans went seriously wrong and he was banished from the Gods' world by Osiris' son Horus. As if this wasn't bad enough, your father's actions have rebounded on you, although you are innocent. Horus has also banished you from the paradise world of the Gods, doomed to live out the rest of your days as a mortal.

This seems to be the end of your luxury life, but then you suddenly remember about an ancient book, called 'The Book Of The Dead', which supposedly describes how a mortal can become a God. Your quest is to travel and find the writings from this book, which are contained in many places. Disaster strikes! Unfortunately, Horus learns about this book, and, as you leave paradise, he casts an evil spell on you. As a mortal you have now got a fatal disease - cure this disease first, or your main quest will never begin.

Book of the Dead is a two part, Graphic Adventure, produced using Incentives GAC, which is just beginning to produce some good, cheap games. Starting off, obviously, your main aim is to rid yourself of the disease, and as you begin in an egg, how to do this is not

immediately apparent. In fact, before you do dispose of this disease, many wide and varied problems will be encountered. You will also have to collect all the objects from these beginning locations, as there is no way of returning

once you climb down the cliff. Some of these objects are not your normal run of the mill adventure objects, and some are hidden in very obscure places. The help and examine commands are, however, used well and will provide help in these sticky situations.

As you travel further into the game you will come across a band of thugs who have to be continually avoided, thus providing an awkward problem, as well as some traders, who have some useful objects, but won't give them for free, and, a woman, who is needed later on in the game. Part one ends in a pyramid across a vast desert.

Beginning part two it becomes immediately clear that the problems are much harder, but then that's what you would expect isn't it? A lot of thought will be required before you eventually complete this game. This one's a toughie!



Reviews by
Gregory Quinn

The game actually plays very well and is well thought and laid out. The problem of text disappearing under the picture is well avoided by making the location descriptions just the right length, and if there does happen to be more text than the screen can hold at one time, the program pauses until you have pressed a key. The graphics are simplistic but functional and add to the

atmosphere of the game. The parser is good, and no problems should be encountered in trying to get your meaning across.

Generally the only thing I really hated about this game was it's mapping system. It is quite common to go in one direction and then find that the opposite one does not bring you back to where you began. This is just a minor complaint though, and I must

say that I enjoyed playing this game. It grips you at the start and is unwilling to let go. At half the price of Incentives own attempts at adventures, namely 'Winter Wonderland' and 'Apache Gold', Book of the Dead is a steal!

Graphics 65%
Playability 86%
Addictiveness 88%
Lastability 85%
Value For Money 90%
H & D Rating 85%

Adventuring on the Cheap!

Gregory Quinn takes a run through some of the Budget Adventure titles, currently in circulation.

Title: NECRIS DOME
Publisher: Codemasters
R.R.P: £1.99
Game Type: Space Graphic Adventure

"Oh dear" I said, when I read the inlay, a unique storyline it claims! What I want to know is, what is so unique in a storyline which concerns saving the world yet again? "This time the threat comes from a huge floating cemetery placed in orbit to conserve the earth's resources. The Archmandroid, commanding this satellite, has turned renegade. It's up to you to destroy him and the Necris Dome.

So much for the 'unique' story. The game is unfortunately no better, average graphics, very poor one line location descriptions,

and illogical gameplay make this game unplayable, and uninteresting. Give it a miss.

Graphics 61%
Playability 45%
Addictiveness 30%
Lastability 45%
Value For Money 42%
H & D Rating 35%

Title: MORON
Publisher: Atlantis
R.R.P: £1.99
Game Type: Space Graphic Adventure

Moron sets you in a position where you have to save the world from a dangerous spaceship, in an unstable orbit around earth. Additionally, you need to keep yourself alive, avoid the Moron's pets and find 3 pillars of time. These pillars were found by the Morons who put them in safe keeping. The captain of the ship, however, stole them, hid them, and was subsequently killed by the ship's crew who, unfortunately, forgot to ask him where he had hidden the

pillars! Enter you.

Apart from the awful scenario, Moron is a very pleasing game and is certainly the best of these cheapo games. Subtle humour, nice graphics and an open gameplay with logical problems, compliment the game. A good buy at two quid, just the thing to pass a rainy day!

Graphics 60%
Playability 70%
Addictiveness 70%
Lastability 68%
Value For Money 75%
H & D Rating 75%

Title: HEXAGONAL MUSEUM / A TANGLED TALE
Publisher: Doubleplay
R.R.P: £2.99
Game Type: Adventure Compilation

You are a top criminal, whose task is to steal the 'Star Of India' jewel from the Hexagon Museum. Mind you, it's not going to be an easy job and many hazards

face you. Luck and skill will be needed to succeed. A Tangled Tale is a strange game. Based on writings by Lewis Carroll you have to save the now famous Alice. Before doing this, you have to untie ten knots, which are in a bit of string you carry. You can then try to save Alice. To untie those knots you have to solve some very strange riddles. This game is weird!

An average compilation, I would say; it's OK but not brilliant. Hexagonal museum is poor and unfriendly, but A Tangled Tale with it's weird gameplay and problems makes up for it a little. It has graphics, but they are poor, and do not compliment the game.

Graphics(Tangled Tale only) 20%

Playability 47%

Addictiveness 51%

Lastability 51%

Value For Money 49%

H & D Rating 50%

Title: ALTER EARTH / EARTHBOUND

Publisher: Doubleplay

Format: Spectrum

R.R.P. : £2.99

Game Type: Adventure Compilation

As an alien to earth you are captured by the humans and imprisoned. You want to escape to your own planet via a Shuttle. Strange that it's called Earthbound, if you want to escape from Earth! In Alter Earth, Professor Mindout has plans to destroy a world in another dimension. You are summoned

by Alter Earth's leaders - your task, to save their world.

This Doubleplay tape is definitely the best of three reviewed this month. The gameplay in both is good and interesting, and I enjoyed playing them. Generally two good, above average games, though still a bit flawed and strict with vocabulary. But, if you itch for two cheap Sci-fi games for the price of one, you could do a lot worse than this.

Alter Earth / Earthbound - The Scores

Playability 58%

Addictiveness 61%

Lastability 55%

Value for Money 57%

H & D Rating 55%

Title: JOURNEY TO THE CENTRE OF EDDIE SMITH'S HEAD

Publisher: Players

Format: Spectrum

R.R.P. £1.99

Game Type: Graphic Adventure

Save the world time yet again! This time from a mad scientist called Eddie Smith, who has gone nuts after banging his head on a big nuclear reactor. He now threatens the world with a huge bomb he was developing. Can you stop him!?

The main problem with this game is unfriendliness. After about 50 moves you become thirsty. However, even after obtaining an everlasting supply of coffee and visiting a bar, I still died of dehydration.

Also the vocabulary is very strict in places, requiring exact wording to satisfy your ideas. Despite these problems Eddie Smith is quite enjoyable, and is worth the £2 asking price, if you want to pass some time.

Eddie Smith - the Scores

Graphics 50%

Playability 64%

Addictiveness 54%

Lastability 61%

Value for Money 65%

H & D Rating 60%

Title: MURDER HUNT / LAST WILL AND TESTAMENT

Publisher: Doubleplay

Format: Spectrum

R.R.P. £2.99

Game Type: Adventure Compilation

Murder Hunt gives you the task of trying to solve a murder by finding the murderer and murder weapon. As you only have 100 moves to play with, you'd better get a move on! Last Will and Testament sends you on a classic adventure hunt. Try to find your grandfather's will, so that you can gain your rightful inheritance. Parrots, rats and dogs are among the pests that you will meet in your quest.

Two adventure games on one tape don't look too bad until loading. Unfortunately both are very old, unsophisticated and dated in play and have very limited vocabulary. Gameplay is also very restricted and uninteresting. Examine is non-

existent and you are told little of what to do. You have to find everything out for yourself. I know that is what adventures are about, but these games go just too far. Not recommended!

Murder Hunt / Last will and Testament - The Scores

Playability 46%
Addictiveness 40%
Lastability 50%
Value for Money 46%
H & D Rating 43%

Adventure Help Wanted

Have achieved 63% on **Brian the Bold**, and am at the Black Tower, but I can not find any more locations. I have found no use for the Gold Key, Goblet, Hooded figures, or Crumbling Ledge. I need help to get a higher percentage. Please phone **065 382 509**.

R. Fitzsimmons of 48, Gondover Avenue, Orrell Park, Liverpool, L9 8AZ needs help on **Project Thesis** from Robico on the B.B.C.

B. Steele of 27,

North Road, West Drayton, Middlesex, UB7 9LD needs help on the multi player adventure **Causes of Chaos**. He and his family are stuck in the first six locations and can get no further.

Margot Stuckey of

14, Marampu Street, Marayong, N.S.W., Australia 2148, is desperate for a solution to **Catacombs**. Please help.

Mathew Phillips of

1, Laurel Bank, Lowestood Lane, Golcar, Huddersfield, HD7 4ER, needs help on some B.B.C. Adventures. **Secret Sam 1** (Blue Ribbon label).

How do you remove the grating? **Secret Sam 2** (Blue Ribbon) He is totally stuck. He can wrap the bottle in the newspaper, but needs to know how to get started. **Labyrinths of La Cashe**. How does he open the egg without ruining the contents, and how does he generally get started?

730 Sgt Moore, c/o Sgts Mess, R.A.F. Wildenrath, BFPO 42 is stuck in Part 2 of **Dodgy Geezers**. Can anyone help?

Adventure Help Offered

Anyone stuck in Prehistoric Adventure can write to **730 Sgt. Moore**, c/o Sgts Mess, R.A.F Wildenrath, BFPO 42, who offers help as he has completed the game.

Wanted

730 Sgt. Moore, c/o Sgts Mess, R.A.F., Wildenrath, BFPO 42, wants to buy copies of **Erik the Viking**, **Emerald Isle**, and **Mordons Quest**, for the **Spectrum**. Anyone got any for sale?

War Games

M. McManus of High Street, Drumshanbo, Co. Leitrim, Ireland, is a keen wargamer. He is a member of a wargamer group that meet in a local hall every Saturday evening. They fight various battles, based upon a 17th Century scenario, and also a fantasy role playing scenario, complete with dungeons and Warriors. If anyone out there requires further information on the hobby, please contact him at the above address. He also has 40mm Soldiers for sale (Prince August Moulds) going very cheaply. If you are interested please contact him.

Articles Wanted

We are still looking for people to contribute on certain topics and we list those below. If you would like to write for "*What Now?*", we'd be very glad to hear from you.

Multi User Dungeon, Game Consoles, in Particular the Atari 2600, and a Fantasy board game and Book Reviewer.

Don't forget we welcome any ideas on items for the Handbooks. Write To: The Editor, H & D Services, 1338, Ashton Old Road, Higher Openshaw, Manchester, M11 1JG.



Buckaroo Banzai

(A Video review and Game Solution Special)

This previously unreleased adventure game was reviewed on the Scott Adams Scoops compilation in Issue 17. This issue we provide a solution to the game, courtesy of J Barnsley, and as a special bonus our Video film reviewer Andrew Harrison, reviews the film of

the game, which should now be available from your local video dealers.

Video Review

Title: THE ADVENTURES OF BUCKAROO BANZAI ACROSS THE 8TH DIMENSION

Released By: Cannon

Running Time: 94 mins

Cert: 15

Release Date: 17th April

What a weird title for a film come computer game. By the way if you're a regular movie goer and are wondering why you've never heard about this when it was on at the flicks, well it's because it was never released into the cinema over here. This was described as a cult movie in the States, in the main because it was so weird.

To actually say what it's all about is a little confusing. I've seen the film and still wonder myself, but basically it is about a Rock N'

Roller Scientist, Buckaroo Banzai, who is ready to save the World, (haven't we heard it all before) from Doc Lizardo, who is human and not from the 8th Dimension, but stuck half way in the 8th Dimension, and after being pulled around by the aliens he was dragged around, and ever since he has gone totally loopy. Anyway Doc Lizardo has said that he'll destroy the world, unless Buckaroo Banzai gives him his missing circuit board to power his spacecraft back to the 8th Dimension with all his alien buddies. Buckaroo Banzai has also got some aliens on his side, who also wish to stop the Doc from going back to their world. Any clearer, well don't worry about it, just let the film flow over you.

The film is good and especially the Special effects and alien make-up. If you like Sci Fi films with a touch of Pop music thrown in, then you'll like it.

BUCKAROO BANZAI

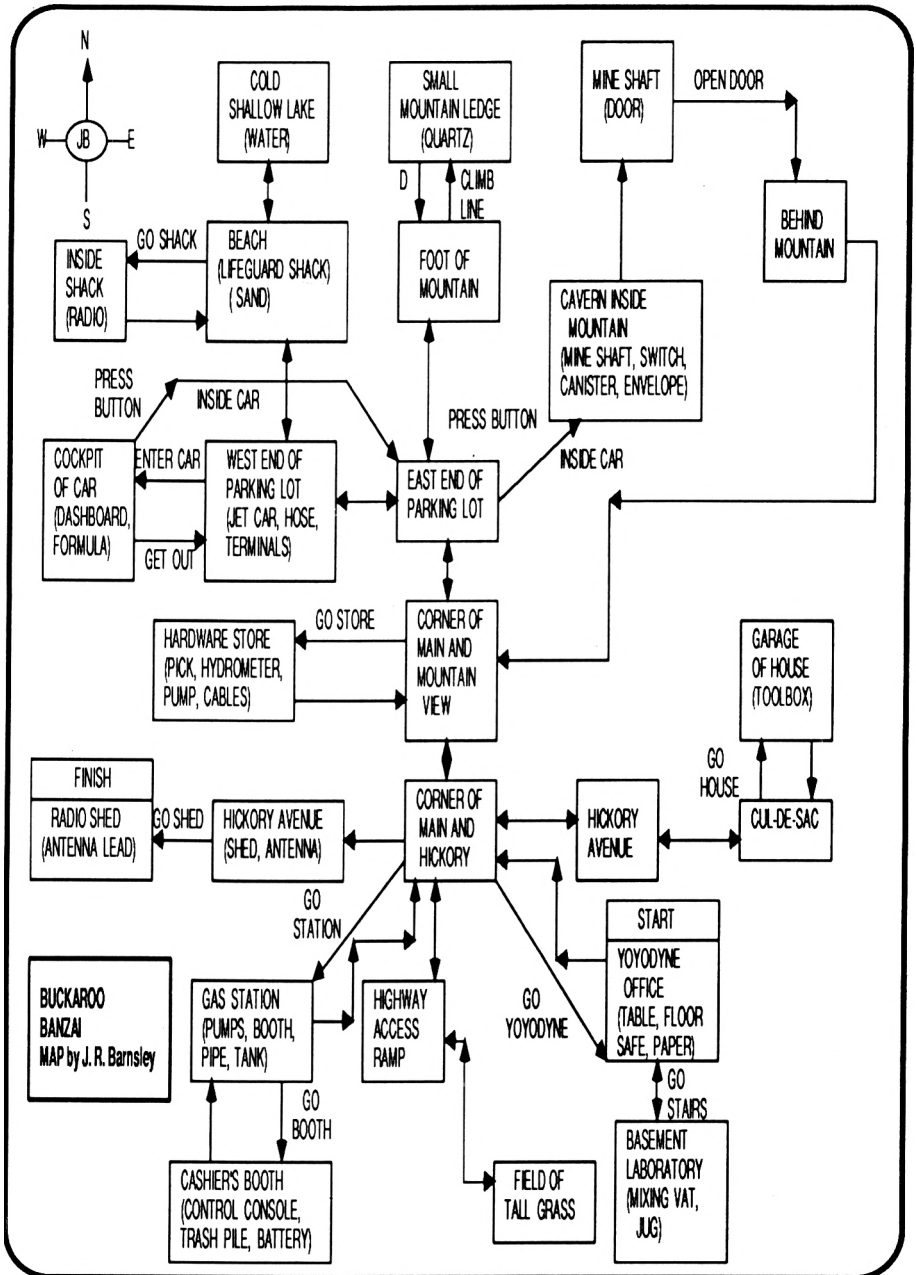
Solution by J. R. Barnsley

From the start, in the Yoyodyne Office :

W, E, E, GO HOUSE, TAKE BOX, EXAMINE BOX, (the sticker on it reads 'Sam's Service Station'), S, W, W, N, GO STORE, TAKE CABLES, TAKE PICK, TAKE PUMP, EXAMINE PUMP, (the hose is 6ft. long), E, S, S, E, DIG, DIG,

LOOK HOLE, (you see an underground phone-line), CUT LINE, CUT LINE, TAKE LINE, W, N, N, N, N, THROW LINE, (it now dangles from above), TIE LINE, TO PICK, DROP BOX, DROP PUMP, DROP CABLES, CLIMB LINE, PULL LINE, (to get your pick), TAKE QUARTZ, (using your pick to dig it out), D, DROP LINE, DROP PICK, TAKE CABLES, TAKE BOX, TAKE PUMP, S, W, DROP CABLES, ENTER CAR, LOOK DASHBOARD, (no fuel!!!),

LOOK COMPARTMENT, GET OUT, READ FORMULA, (you learn that the fuel you require is made from a mixture of gasoline, sand, quartz and a catalyst), DROP FORMULA, LOOK CAR, TAKE HOSE, EXAMINE HOSE, E, S, S, GO STATION, OPEN BOX, INVENTORY, (at this stage you have a key, roll of duct tape, flashlight, quartz, fuel hose, and a jar of glowing liquid), DROP BOX, UNLOCK PIPE, DROP KEY, CONNECT HOSE, (the tape holds it



attached to the pump), PUT HOSE, (it reaches the gasoline), DROP TAPE, DROP PUMP, E.

GO YOYODYNE, GO STAIRS, LIGHT FLASHLIGHT, LOOK STAIRS, (you get something from under the stairs), INVENTORY, (a chemical jug), UNLIGHT FLASHLIGHT, DROP QUARTZ, DROP JAR, GO STAIRS, W, GO STATION, GO BOOTH, LOOK PILE, (you find an old car battery), TAKE BATTERY, N, PUMP GAS, (you now have a jug of gasoline), TAKE PUMP, E, N, N, W, N, TAKE SAND, N, EXAMINE BATTERY, FILL BATTERY, (with clean water), S, S, DROP BATTERY, TAKE CABLES, CONNECT CABLES, TO BATTERY, CONNECT CABLES, TO TERMINALS, TAKE FORMULA, E, S, S, GO YOYODYNE, GO STAIRS, DROP SAND, DROP JUG,

LIGHT FLASHLIGHT, MAKE FUEL, UNLIGHT FLASHLIGHT, DROP FORMULA, GO STAIRS, INVENTORY, (to make sure you have a jug of jet fuel), W, N, N, W, REFUEL CAR, DROP JUG, UNCONNECT HOSE, DROP PUMP, N, N, CLEAN HOSE, (in the lake water).

S, GO SHACK, TAKE RADIO, LOOK RADIO, (needs a battery and antenna), E, S, REPLACE HOSE, GO CAR, PRESS BUTTON, (the engine is now running), GET OUT TAKE BATTERY, GO CAR, CLOSE COCKPIT, PRESS BUTTON, (you drive to Main Street), PRESS BUTTON, (you have now driven inside the mountain), OPEN COCKPIT, GET OUT, LIGHT FLASHLIGHT, LOOK CANISTER, (for some reason 'Look Casing' doesn't work!), (the 'RFI Shield' light is ON and you see a switch and an

envelope), PRESS SWITCH, TAKE ENVELOPE, LOOK CANISTER, (the RFI light is OFF), N, OPEN DOOR, (you are now behind the mountain and the door slams shut behind you), DROP FLASHLIGHT, E, S, GO YOYODYNE, MOVE TABLE, (you find a floor safe), OPEN ENVELOPE, (you've now got the safe key), DROP ENVELOPE, UNLOCK SAFE, (you get a piece of paper), W, W, GO SHED, DROP RADIO, DROP BATTERY, CONNECT ANTENNA, CONNECT BATTERY, READ PAPER, (you see the disarm code for the bomb's safe disposal), TRANSMIT WARFIN, (the bomb acknowledges the code), TRANSMIT YOYODYNE, (acknowledged again).....

FINAL MESSAGE

THE EARTH IS SAFE AGAIN...

THE ADVENTURE IS OVER.

Worldwide Computer Gaming

K. Morgan-Caine of Australia has asked about the possibility of a "Foreign Update" column which takes a look at computer game playing Worldwide, whether arcade or adventure. We have many overseas subscribers, and would like to

introduce this column as a regular feature in the handbook. All we ask, is that from whatever corner of the globe you write, and for whichever machine, you drop us a monthly line informing us of the latest news on home computers in your country,

whether software, hardware or anything else for that matter. We will pull together all your letters and produce a monthly column with a list of all contributors.

To give you a feel for the column K. Morgan-Caine stated that as at the beginning

of April in Australia, Movie Monster, the game had been available for a whole year, although only released in the UK 3 - 6 months ago. £2 budget games are being sold over there for the equivalent of £5, although an Infocom 5 pack would cost just £20, and Aliens the revamped version of the computer game had

been released certainly 2 to 3 weeks ahead of the UK.

If you want to contribute then send in your facts to H & D Services (The World), 1338, Ashton Old Road, Higher Openshaw, Manchester M11 1JG, United Kingdom.

So we at least expect letters from Australia,

Canada, U.S.A., France, Belgium, Holland, Greece, Austria, Iceland, Denmark, Luxemburg, Ireland, Malta, Germany, Sweden, Finland, Spain, Portugal, Norway, Italy, Gibraltar, Singapore, New Zealand, Israel, Oman and anywhere else that our handbooks go to.

Adventure Poetry

We did warn you that we'd be hearing more from B. R. Pell. Well, here's a couple of poems to whet your appetite

A CRY FOR HELP

(or what to do when the chips are down)

I must have bought twenty magazines,
To help me with my adventure dreams.
I've read every single review,
But, still, I don't know what to do.
I've travelled north
South, east and west,
Miles and miles, without a rest.
Unfinished adventures clutter the floor,
But still I yearn to try some more.
No ever-ready
No duracell,
Without a light my torch, it's tale it cannot tell.
Where is it's power?

Where is the key?
Won't some kind soul, out there, help me?

All I need is a clue, a hint, a tip.
Just the tiniest little bit,
To guide me on my way,
So my hero, can continue on his way!

I keep getting killed, and ask for regeneration.
If only I had some inspiration!
Arms piled high, with helpful treats
Pockets nearly fit to bust.
A guide, a book, a map,
This surely is a must
Ogres, wizards I chance to meet
I give them my usual friendly greet
I bargain with my quests collection
Only to meet with more rejection.

Months have passed
Perhaps a year
Is the end somewhere near.
Still, I'm having so much fun
I can always start another one.

Me and My Micro

(or, a boy's best friend)

My best friends a micro
It's the best mate I've ever had.
Does my homework
Three times faster than my dad.
Keeps track of all my finances
Does all my accounts
The money from my paper round
And other small amounts
My dad said he wished he hadn't got it
And he's going to take it away!
I tell him its the Future
They'll be everywhere one day
He grunts and groans a lot
Says it isn't right
But guess who I saw
Playing on it the other night!

Okay, we know it isn't exactly Wordsworth, more your Pam Ayres, but at least it shows bottle. Well done Mr. Pell!



Solutions Hints & Maps!!

Doomdark's Revenge

Following on from last issues help on Beyond's strategy game Lords of Midnight we supply help on completing the sequel to this game.

1. RECRUITING LORDS

Since Lords move about the land of their own

the right person, so always try every lord possible to recruit. If a Lord is carrying one of the crowns of the Ice mark, his chances of recruiting are vastly increased than without the crown. If you have a crown and are in difficulty recruiting a lord then try giving the crown to someone else.

2. MOVING ABOUT THE LAND

the Fey

- b) Swords - carried by the Icelords
- c) Hammers - carried by the Giants
- d) Spears - carried by the Barbarians
- e) Axes - carried by Dwarves
- f) There are 3 crowns in the Ice mark :- Iminel, Canidnum and Varend.
- g) The crown of



free will, it would be impossible to give directions to Lords as they will have left their fortress by the time you get there. However you should bear the following in mind. Lords can always be recruited by their liege and even sometimes by their foe!! The booklet says that the Iceguard are the least likely to join you, but this is not altogether accurate. It is all a matter of approaching with

Above all else keep your lords together. A wide spread of lords (especially without a detailed map) can lead to utter chaos, not to mention risk of death to the main characters. Also it is wise to keep everyone together as you never know when you will meet Shareth, and you need lords and their men to both kill Shareth and protect Luxor.

3. QUEST OBJECTS

- a) Bows - carried by

Varend is used by Luxor to summon all loyal Lords to his locations

- h) The crown of Canidnum is used by Morkin the Free
- i) Runes of Finorn - used by Rotharon
- j) Spell of Thigrorn - can be used to take Tarithel to Morkin's location immediately.

Note! The lords with own object can also use it.

Dungeon Adventure

With the **Jewels of Darkness** Compilation tape proving very popular, we cannot really miss out on this **Level 9 Classic. Adventure Quest, Colossal Adventure**, have already been covered in issues 13 and 16. So to complete our help on this trilogy, we supply the solution to **Dungeon Adventure**, courtesy of **John Barnsley** as played on a C64.

Before commencing this adventure, it is important to understand the teleport system, as this saves a lot of trudging about.

There are a number of coloured collars hidden throughout the game, and an equal number of pedestals, with the corresponding coloured light shining upon them, placed at strategic

locations. The colours are on the scale of the coloured Spectrum (i.e. Red, Orange, Yellow, etc., through to Gold, and Mithril). Take and wear a coloured collar, go to the

pedestal location, then "UP". Say any colour, up to and including the colour of the collar you are currently wearing, and you teleport to the corresponding coloured pedestal. To teleport to 'higher' coloured pedestals, you must be wearing the 'higher' coloured collar. Be careful when teleporting to the BLUE pedestal, as this is located in the Wight's house, and you must be carrying the cross, and the crucifix to force them away when you descend from the pedestal. Maximum use of this system is made

nest from any of the locations indicated on map 7. If it doesn't strike at the point mentioned in the solution, then move towards the nest location until it does, then proceed as shown.

2. The boulders falling down the stairs, always occur when you have at least TWO MOVES to a place of safety (see map). If and when you are told there is a sound of boulders from ABOVE, then seek the NEAREST gully, and WAIT until it passes. You are then safe to proceed UP as the boulder rolls BELOW

you. Finally you have a limited number of moves in daylight, at the start. You must find a

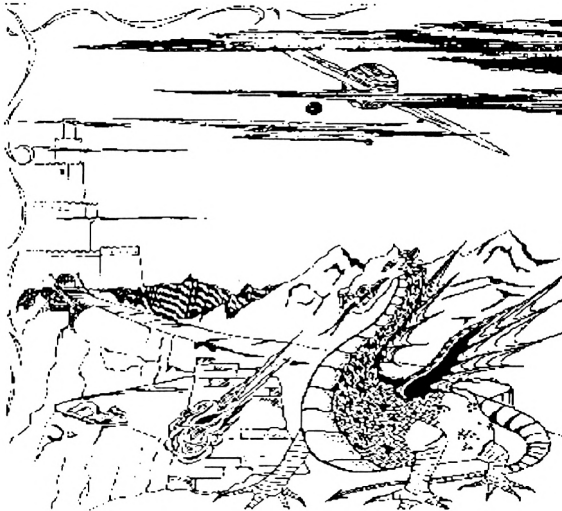
temporary light source BEFORE sunset, to carry on, and enable you to locate a more permanent light source.

Following the solution EXACTLY will allow enough time to achieve this.

From the Start: (a) Original text-only version, on a Mud Bank

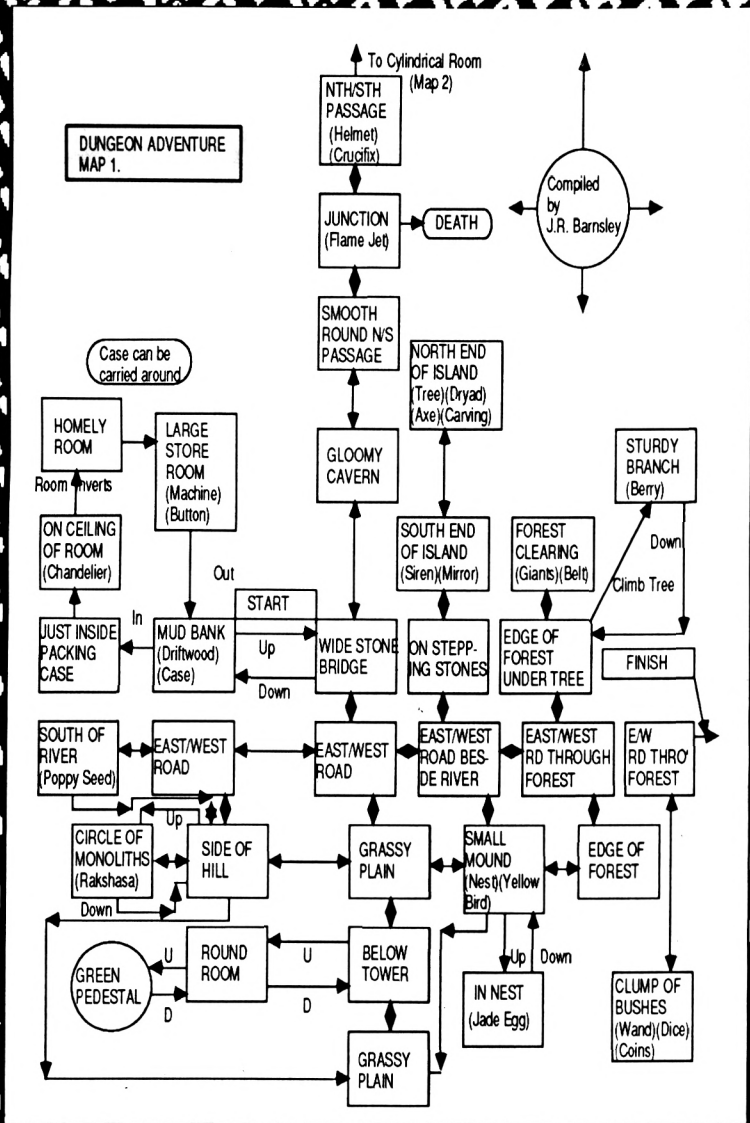
(b) New graphic 'Jewels of Darkness' version, on a Wide Stone Bridge.

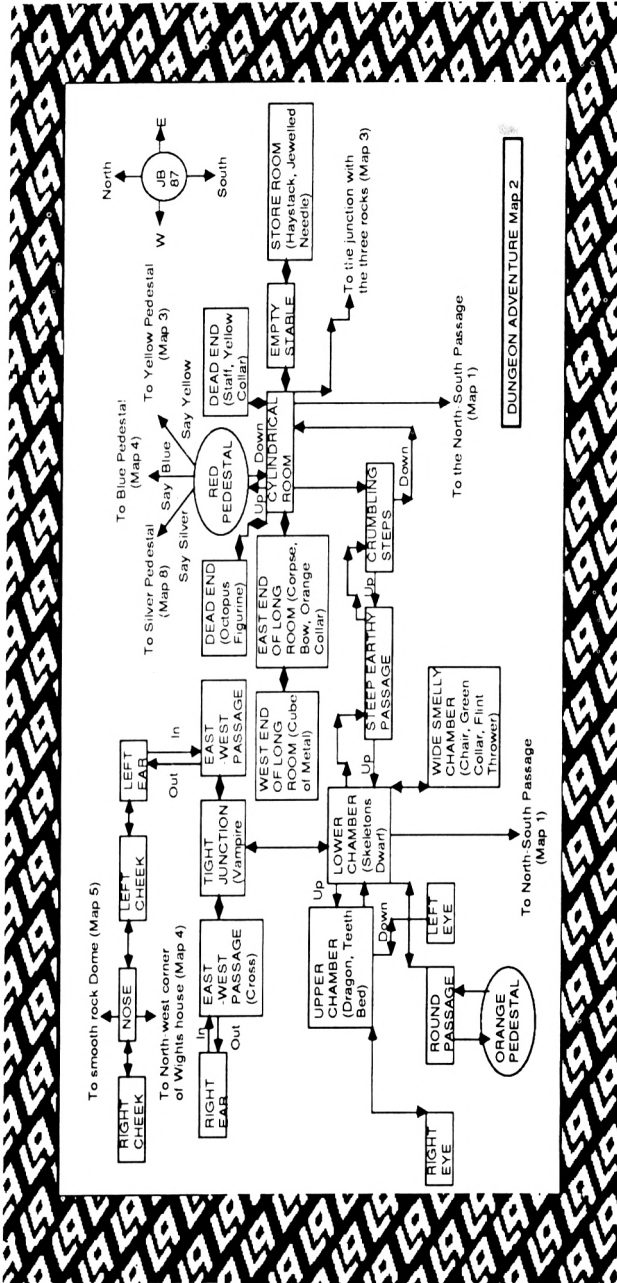
Dungeon Adventure



throughout the solution. A couple of 'random' type occurrences before you start!!!

1. The Roc will carry you to it's



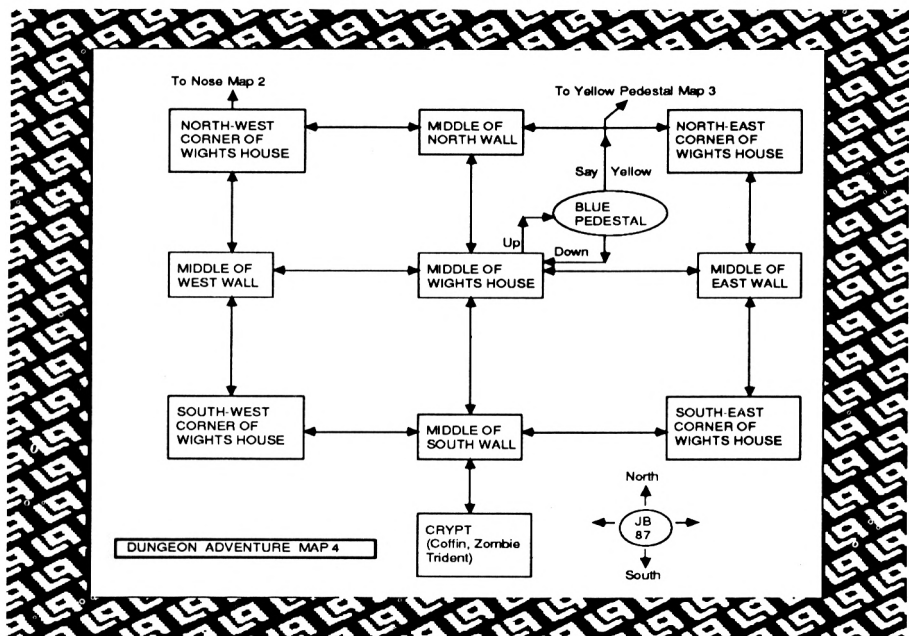


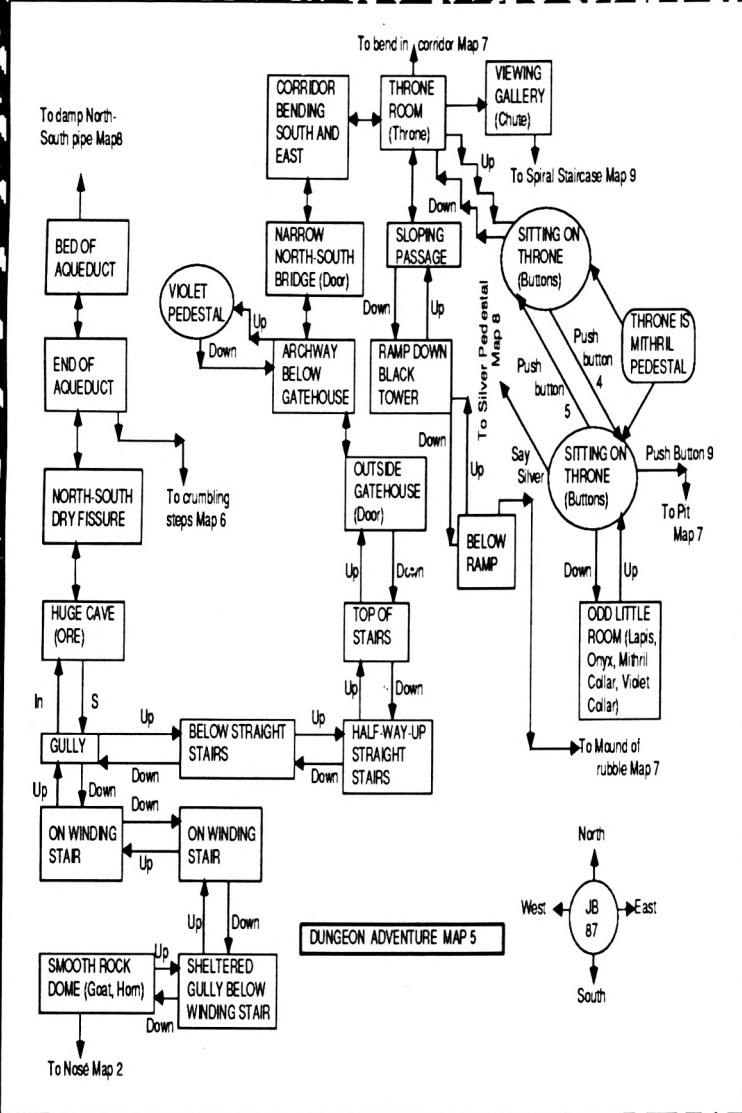
Go down to the Mud Bank, outside the packing case. IN, IN, TAKE CHANDELIER, (the room will now invert), E, PRESS BUTTON, (a 'copy' of your body scan is now processed), OUT, U, N, N, N, N, TAKE ALL, (the helmet will provide your permanent source of light, later, but it needs the Will O' Wisp to function), S, S, S, S, S, W, W, TAKE SEED, (the seeds from this pod are explosive!), E, E, E, N, WAVE SEED, (you cause some loud explosions, making you temporarily deaf), N, (the siren flees), TAKE MIRROR, (the tree to the North is a killer willow tree, and has six deadly 'arms'. Therefore you must throw six objects over first, to occupy the arms and render it safe), THROW SEED, THROW CRUCIFIX, THROW HELMET, (all grabbed upwards by tree), S, S, E, E, (a sleep spell will now hit you but the mirror reflects it), S, (you frighten off a masked man), TAKE ALL, (you will notice that the dice are 'loaded', and this will prove useful, later), N, W, N, U, (the berry here is really to drop on the giants below, but as inventory is full, drop the dice....the effect is the same!), DROP DICE, (the giants run off), D, N, TAKE BELT, WEAR BELT, (you can now carry more), TAKE DICE, S, S, W, N, N, THROW DICE, THROW COINS, THROW MIRROR, (the arms of the tree are now occupied), N, TAKE AXE, CHOP TREE, (the Dryad begs you to spare the tree), YES, (she gives you a

and the dwarf offers to locate a rich vein of ore, as your reward), WAVE WAND, (this sees off the flint thrower to the SE), SE, (the dwarf now follows you). WEAR GREEN, TAKE CHAIR, NW, UP, KILL DRAGON WITH SWORD, TAKE ALL, DROP CASE, IN, IN, TAKE CHANDELIER, E, DROP BED, DROP TEETH, DROP CHAIR, DROP STAFF, DROP WAND, DROP FIGURINE, PRESS BUTTON, OUT, TAKE CASE, D, N, (the vampire cowers from the crucifix), W, TAKE CROSS, E, THROW CROSS, (the vampire is now killed), TAKE CROSS, E, OUT, W, W, U, U, (from now on if you hear a boulder approaching from above, proceed to the nearest gulley and WAIT until it passes. You are safe from

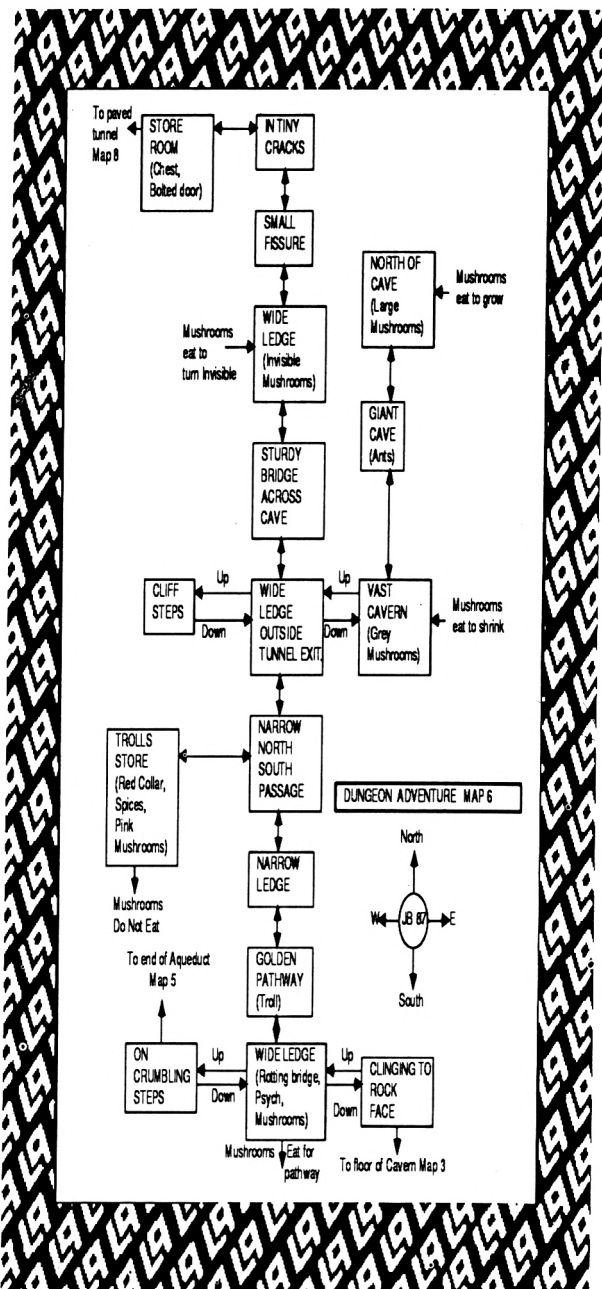
the sound of boulders from below), U, U, U, (the dwarf will now find a hidden opening in the rock), IN, TAKE ORE, DROP CASE, IN, IN, TAKE CHANDELIER, E, DROP ORE, DROP CROSS, DROP CRUCIFIX, PRESS BUTTON, OUT, TAKE CASE, S, (remember to make for the nearest gulley when you hear boulders from above), U, U, U, U, N, (you are now asked for the password), PASSWORD, N, U, SAY YELLOW, (you teleport to the yellow pedestal), D, W, W, W, S, TAKE STICK, N, E, E, E, E, N, N, U, U, U, U, S, S, S, (remember the boulders again!), U, U, U, U, N, N, (note: In the trilogy version this is the point where the lenslok test is called for), BLOW STICK, (the whistle sound opens the

door), N, E, S, D, D, , N, N, N, E, TAKE WISP, (you now have a permanent light!), W, (the Roc should now carry you up to its nest), TAKE CATERPILLAR, SQUEEZE CATERPILLAR, (a silken rope is formed), DROP CATERPILLAR, TAKE ROPE, TAKE CRYSTAL, DROP CASE, IN, IN, TAKE CHANDELIER, E, DROP STICK, DROP CRYSTAL, DROP DRIFTWOOD, PRESS BUTTON, OUT, TAKE CASE, TIE ROPE TO NEST, D, LOOK, (you acquire a battered silver face mask), TAKE MASK, S, S, S, W, S, U, U, N, W, S, S, U, SAY RED, (you teleport to the red pedestal), D, SE, NE, W, W, S, TAKE SILVER, N, W, W, S, TAKE BLUE, WEAR BLUE, (the blue pedestal is in the





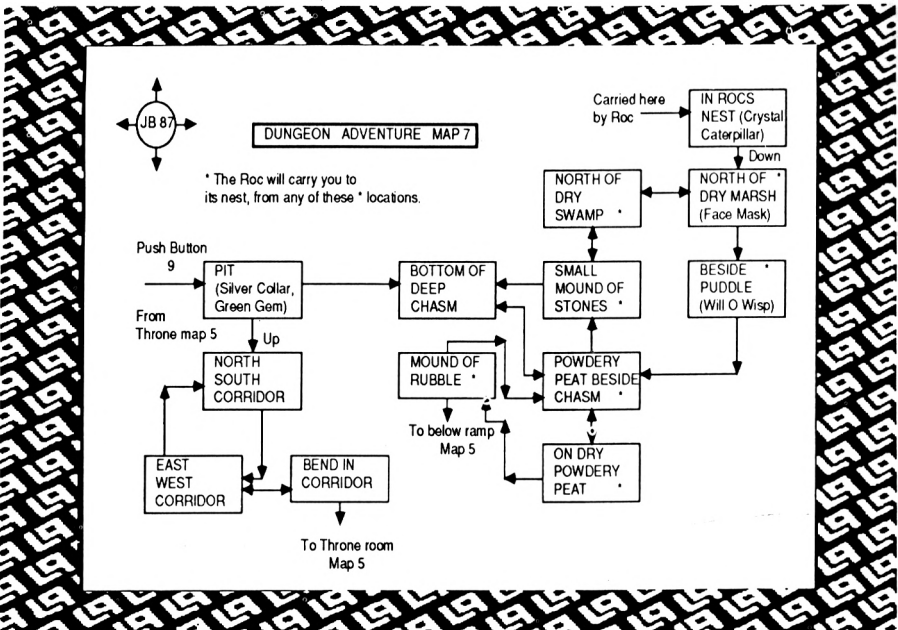
middle of the Wights House, so you will need the 'cross' and 'crucifix'), TAKE CREAM, N, E, E, E, S, TAKE POT, (don't drop this anywhere, yet!), N, E, E, E, (the rat flees from the potato sliver!), N, TAKE PENDANT, DROP CASE, IN, IN, TAKE CHANDELIER, E, DROP MASK, DROP SLIVER, DROP PENDANT, TAKE CROSS, TAKE CRUCIFIX, PRESS BUTTON, OUT, TAKE CASE, S, W, W, SE, TAKE ALL, NW, WEAR CREAM, (rubbed all over you for protection from heat), U, U, IN, TAKE MEDALLION, OUT, D, D, N, N, FILL POT, (with the slime), U, U, EAT MUSHROOMS, (they're a drug, and an illusion of a golden pathway, replaces a rotting bridge!), N, (a troll now demands payment), GIVE MEDALLION, N, N, N, N, N, (you bump into some invisible mushrooms), EAT MUSHROOMS, (you are now invisible), S, S, S, W, TAKE SPICES, TAKE MEDALLION, E, N, D, (you are now visible again), EAT MUSHROOMS, (you will now shrink, and all your worldly goods will be deposited on the ground. Notice how the cracked pot is cleverly tucked in a corner though!). N, N, (the ants ignore you), EAT MUSHROOMS, EAT MUSHROOMS, (you are now a giant, and on the way back you will crush the ants), S, S, (now you must shrink again and perform a little task, empty-handed!), EAT MUSHROOMS, U, N, N, N, N, W, OPEN DOOR, (forget the chest for now. You must come

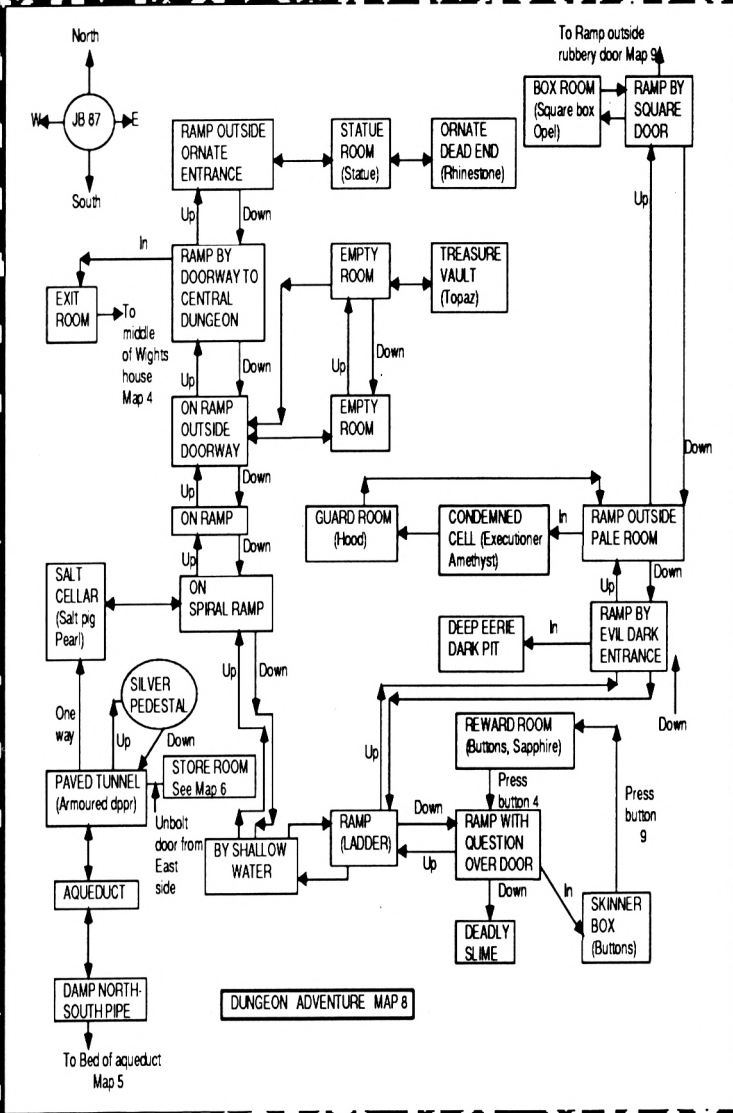


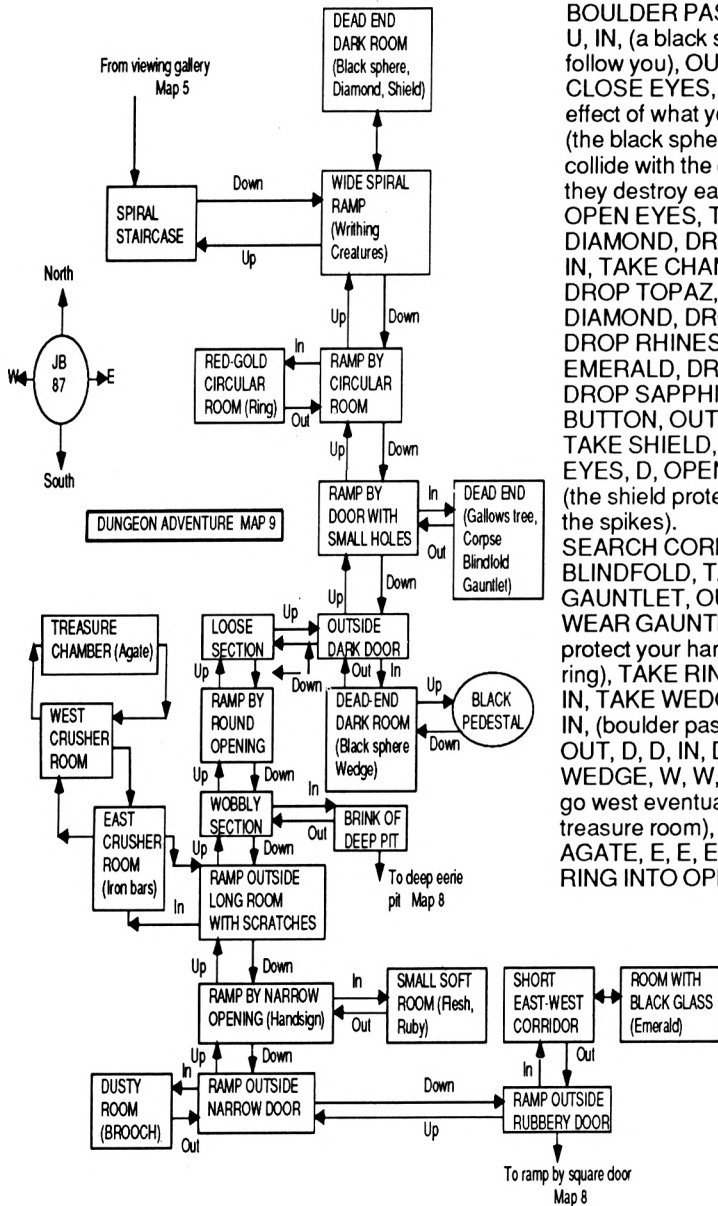
back from the other side of the door later), E, S, S, S, S, D, N, N, EAT MUSHROOM, (to grow again), S, S, TAKE BELT, WEAR BELT, WEAR HELMET, WEAR BLUE, TAKE ALL, (in the original text-only version, you must take each item separately, but take and wear the belt first), DROP CASE, IN, IN, TAKE CHANDELIER, E, DROP MEDALLION, DROP SPICES, DROP BOW, PRESS BUTTON, OUT, TAKE CASE, U, S, S, S, D, D, S, S, W, U, SAY BLUE, (you teleport to the blue pedestal), D, S, S, SHUT COFFIN, (you secure it with the hammer and nails. This prevents the Zombie from attacking you), TAKE TRIDENT, N, N, N, W, N, U, DROP POT, (it will shatter and spill the slime you

collected in it, earlier), TAKE HORN, (skidsville for the goat), U, (remember your action should you hear a boulder in the next few moves), U, U, U, U, U, U, N, N, (lenslok again), N, E, U, PUSH BUTTON 9, LOOK, (you are now in the 'Pit'), WEAR SILVER, TAKE GEM, (the demon within attacks your mind), HIT GEM, (using the hammer), E, E, N, S, S, W, S, U, U, N, U, PUSH BUTTON 4, (the throne rises from the trapdoor, and you are now in an odd little room), D, WEAR MITHRIL, DROP HAMMER, TAKE LAPIS, TAKE ONYX, DROP CASE, IN, IN, TAKE CHANDELIER, E, DROP LAPIS, DROP ONYX, DROP CRUCIFIX, DROP TRIDENT, DROP CROSS, PRESS BUTTON, OUT, TAKE CASE,

U, SAY SILVER, , (you teleport to the silver pedestal), D, E, (through the armoured door that you unbolted earlier), TAKE CHEST, W, DROP CASE, IN, IN, TAKE CHANDELIER, E, DROP CHEST, PRESS BUTTON, OUT, TAKE CASE, N, TAKE PIG, E, D, DROP PIG, (it dissolves), LOOK, TAKE PEARL, U, U, U, E, U, E, TAKE TOPAZ, W, W, U, U, E, TURN STATUE, (to reveal an eastward opening), E, TAKE RHINESTONE, W, W, D, D, D, D, N, D, IN, PRESS BUTTON 9, PRESS BUTTON 4, INVENTORY, (the present is a sapphire), U, U, U, U, IN, TAKE BOX, OUT, D, D, S, DROP BOX, (you drown the snake within), OPEN BOX, TAKE OPAL, N, U, U, U, U, IN, E, TAKE EMERALD, W, OUT,







U, U, U, U, U, IN, (THE BOULDER PASSES), OUT, U, U, IN, (a black sphere will now follow you), OUT, U, U, U, CLOSE EYES, (to avoid effect of what you see), N, (the black sphere will now collide with the other one, and they destroy each other), OPEN EYES, TAKE DIAMOND, DROP CASE, IN, IN, TAKE CHANDELIER, E, DROP TOPAZ, DROP DIAMOND, DROP OPAL, DROP RHINESTONE, DROP EMERALD, DROP PEARL, DROP SAPPHIRE, PRESS BUTTON, OUT, TAKE CASE, TAKE SHIELD, S, CLOSE EYES, D, OPEN EYES, D, IN, (the shield protects you from the spikes). SEARCH CORPSE, TAKE BLINDFOLD, TAKE GAUNTLET, OUT, U, IN, WEAR GAUNTLET, (to protect your hand from the ring), TAKE RING, OUT, D, D, IN, TAKE WEDGE, OUT, D, D, IN, (boulder passes safely), OUT, D, D, IN, DROP WEDGE, W, W, W, W, (you go west eventually to the treasure room), TAKE AGATE, E, E, E, D, THROW RING INTO OPENING, (to tie

up the flesh!), IN, TAKE RUBY, OUT, D, WEAR BLINDFOLD, IN, (the acid destroys your blindfold but not your eyes), TAKE BROOCH, OUT, D, D, D, IN, THROW BROOCH, (the elephant on the brooch expands and flattens the executioner!), TAKE AMETHYST, W, TAKE HOOD, (don't wear it!), N, D, D, S, U, U, U, U, (this is where you get out), DROP CASE, IN, IN, TAKE CHANDELIER, E, DROP HORN, DROP SHIELD, DROP HOOD, DROP GAUNTLET, TAKE SAPPHIRE, TAKE EMERALD, TAKE OPAL, TAKE

DIAMOND, TAKE PEARL, TAKE TOPAZ, (you now hold nine gems), PRESS BUTTON, OUT, TAKE CASE, IN, (you have now survived the central dungeon, but there is only one way out), DROP CASE, IN, IN, TAKE CHANDELIER, E, DROP PEARL, DROP OPAL, DROP SAPPHIRE, DROP EMERALD, DROP AGATE, DROP AMETHYST, DROP DIAMOND, DROP RUBY, DROP TOPAZ, TAKE CRUCIFIX, TAKE CROSS, TAKE TEETH, TAKE HORN, PRESS BUTTON, OUT, TAKE CASE, E, U, SAY RED, (you teleport to the red pedestal),

D, S, S, S, S, S, S, (from now on when you see the Orcs "BLOW HORN"), BLOW HORN, E, E, E, E, (a hollow voice intones "This is your referee speaking. If you continue on this road you will return safe to civilisation, and the game will end. Are you sure that you want to?"), YES.....

Our thanks to John Barnsley, and next issue we'll be concentrating on the Silicon Dreams Trilogy with a complete solution to the first game in that Trilogy, Snowball.

Mysterious Adventures

We have printed many hints and solutions to the full range of the **Mysterious Adventure** series, since our beginning. Walter Pooley gets to grips with the ones that got away, and this issue we take a look at 'The Golden Baton' Walter completes his adventures on a 48K Spectrum.

The Golden Baton

Scenario:

Quite simple really, the Golden Baton has been nicked, and it is up to you to recover it.

Solution:

You start in a dense forest, carrying nothing but a box of matches, so away you

go. EXAM LEAVES, (you find a sword), GET SWORD, GET CLOAK, WEAR CLOAK, SOUTH, CHOP BRIARS, (you find a rope), GET ROPE, N, N, W, (you should now be by an ancient oak tree), THROW ROPE, CLIMB ROPE, EXAM HOLLOW, (you find a ring), GET RING, (a key materialises), GET KEY, DOWN, DROP RING, GET ROPE, E, N, KILL WOLF, DROP SWORD, GO PATH, GET STAFF, N, N, N, THROW MATCHES, (across the moat, because if you swim with them they get wet), SWIM, (to cross moat), THROW ROPE, GET MATCHES, CLIMB ROPE, DOWN, (you should now be in a courtyard guarded by a figure in black armour, as you're wearing the cloak he won't bother you), GO ARCH, UNLOCK DOOR, OPEN DOOR, (don't go in yet), DROP KEY, E, GET HELMET, WEAR HELMET, READ RUNES, (if you examine

the staff there are some runes on it, wearing the helmet enables you to read them, they say the magic word AKRYZ), W, W, GET LAMP, EXAM STRAW, (you see a hole in the floor), LIGHT LAMP, DROP MATCHES, GO HOLE, GO DOOR, S, (you should now be in the room with the glowing quartz), WAVE STAFF, SAY AKRYZ, DROP STAFF, REMOVE HELMET, DROP HELMET, GET QUARTZ, E, WAVE QUARTZ, (the lizard man dies), EXAM LIZARD, (you find a knife), GET KNIFE, DROP QUARTZ, W, N, GET HAMMER, N, GET MIRROR, S, W, UP, E, (you should now be outside the massive door you opened earlier, so now), HOLD MIRROR, GO DOOR, (you will now be in the room with the gorgon, and as you're holding the mirror the gorgon turns to stone), DROP MIRROR, GET PARCHMENT, READ

PARCHMENT, (gives a clue on how to finish the game), DROP PARCHMENT, S, E, GET HORN, W, S, UP, REMOVE CLOAK, DROP CLOAK, S, S, S, S, S, S, W, N, GO CABIN, EXAM BARREL, (contains salt), GET SALT, D, S, SMASH

PADLOCK, DROP HAMMER, GO DOOR, GET RAFT, N, N, DROP SALT, GET SLUGS, N, N, FEED CRAB, (with slugs), SAIL LAKE, BLOW HORN, THROW KNIFE, GET BATON, (and that's it!)

out during your wanderings, you can refill it in the cabin, there is an oily rag there, GET RAG, SQUEEZE RAG.

Next issue Walter Pooley will be guiding us through Arrow Of Death part 1.

Should your lamp go

Imagination

Solution by J. R. Barnsley

Before commencing this adventure it must be realised that it is necessary to traverse between FOUR different adventures to achieve your goal. From the start, in your Living Room :

EXAMINE ARM, (you find that it is computer controlled!), EXAMINE SCREEN, (strangely, the SCREEN has a slot for a disc!), TAKE DISC, EXAMINE DISC, INSERT DISC, EXAMINE SCREEN, (you see the four titles on your disc: 'Lords of Half Past Nine', 'Panic Miner', '2002', and 'Raid Over Margate'), (Access numbers must be typed in WORDS, i.e. ONE, TWO, THREE & FOUR), ONE, READ NOTICE, EXAMINE TIME LORD, (you are told your objective), PULL LEVER, (you now enter a Space Pod), VIEW WINDOW, PRESS SWITCH, (you access the PAL computer), OPEN HATCH, S, S, TAKE BUCKET, E, EXAMINE BUNK, (you find a pyjama cord), TAKE CORD, EXAMINE CORD, (30 waist!), E, TAKE MAP, PINCH ARM, (and you're back at your computer).

TWO, N, EXAMINE BULL, (it flashes it's red eyes at you!), W, N, W, W, ENTER TOWER, EXAMINE WOMAN, (She tells you she is Gale Wynds), GIVE MAP, (she will now change the wind directions for you in 'Raid Over Margate' - the relevance of this will become clear, later), PINCH ARM, (to return to your computer).

FOUR, EXAMINE GUN, (you find the surfaces of the barrel are worn), EXAMINE WINDSOCK, (the wind is from the West), TAKE SPADE, DIG EARTH, (you find an old pair of R.A.F. gloves), TAKE GLOVES, ENTER PLANE, (you will now see that bull from the other adventure), AIM GUN AT BULL, FIRE GUN, (Bullseye!?!), OUT, ENTER TANK, TAKE PAINT, PAINT CORD, INVENTORY, (the cord is now black - so you have a 'Black Belt'!!!), PINCH ARM, (back to your computer).

THREE, E, E, E, E, (you've lost four 'lives' so far, but not to worry!), TAKE POKER, EXAMINE POKER, (an infinite lives poker!!), FILL BUCKET WITH COALS, (Well, it is a 'fire' bucket), PINCH ARM, (back to your computer).

TWO, N, (the bull

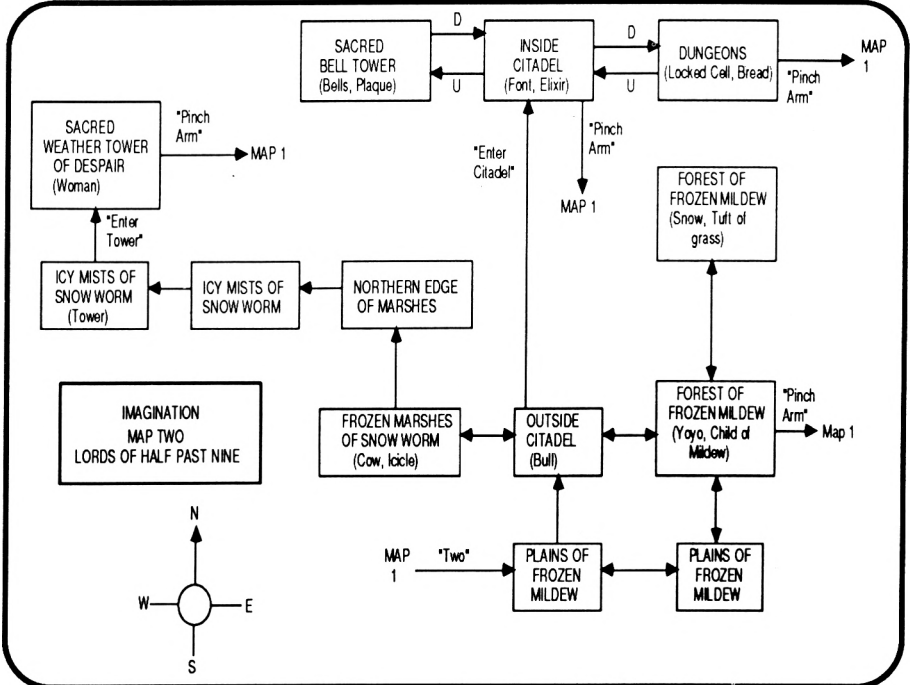
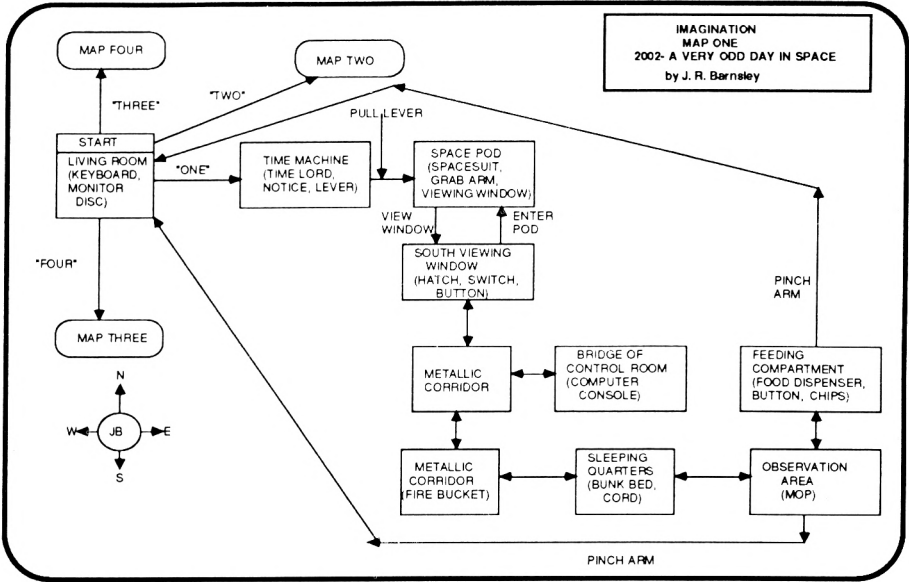
now has it's eyes covered!), E, N, DROP BUCKET, (the snow melts revealing a tuft of rich grass), TAKE TUFT, S, W, W, EXAMINE COW, (udders!), FEED COW, (with the tuft), MILK COW, (you obtain a creamy icicle), TAKE ICICLE, E, E, GIVE ICICLE, (the child thanks you and wanders off), TAKE YOYO, EXAMINE YOYO, (it may be magnetic), PINCH ARM, (back to your computer).

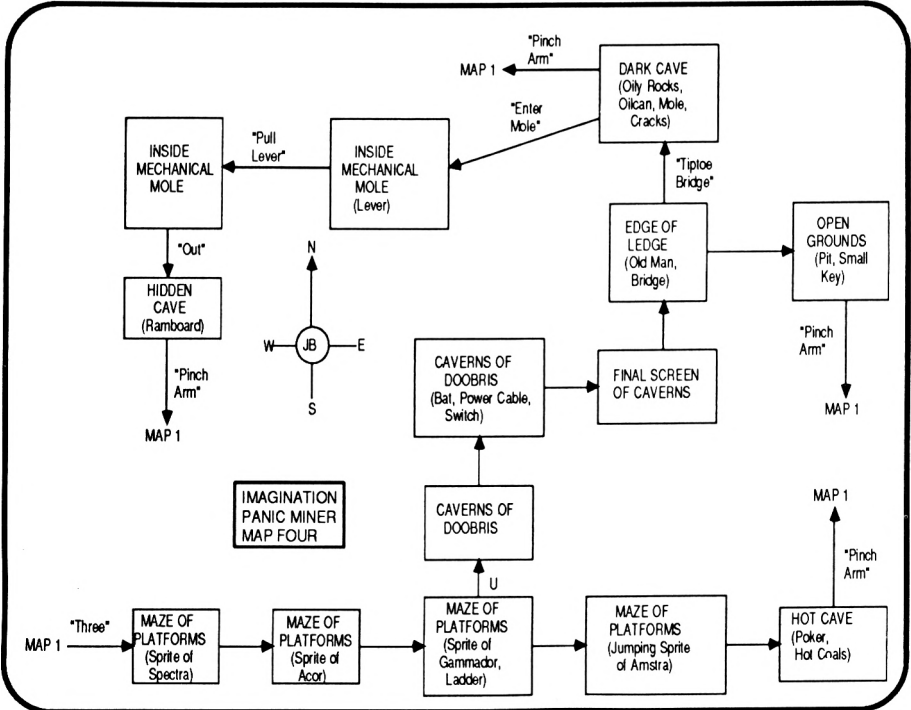
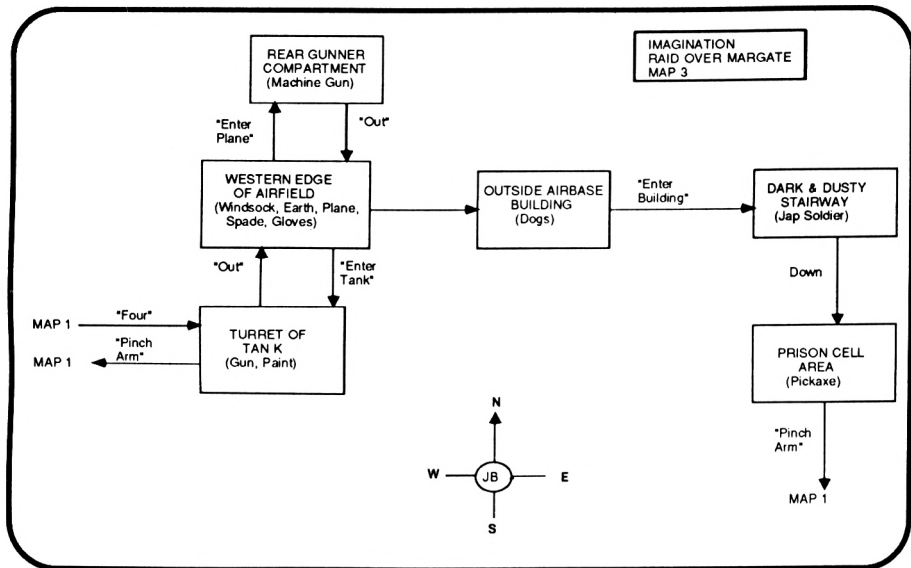
THREE, E, E, U, N, E, N, E, EXAMINE PIT, (there's something shiny down there!), PLAY YOYO, (you catch something), INVENTORY, (you now have a small key), PINCH ARM, (back to your computer).

TWO, N, ENTER CITADEL, D, UNLOCK CELL, (you reveal some stale bread), TAKE BREAD, PINCH ARM, (back to your computer).

THREE, E, E, U, N, EXAMINE SWITCH, (you can't reach it), GIVE BREAD, (the bat operates the switch for you), PINCH ARM, (back to your computer).

ONE, PULL LEVER, VIEW SCREEN, PRESS SWITCH, OPEN HATCH, S, S, E, E, N, PRESS BUTTON, (to obtain a bag of chips), TAKE CHIPS, PINCH ARM, (back to your computer).





FOUR, OUT, (As the wind direction has been changed from easterly, the dogs will now catch the scent of your chips and will advance West to your location!), DROP CHIPS, (to occupy the dogs), E, ENTER BUILDING, (the Jap soldier thinks you are a black belt and scarpers!!), D, TAKE PICKAXE, PINCH ARM, (back to your computer).

THREE, E, E, U, N, E, N, EXAMINE MAN, (it may well be Tony Bridge as he gives you a clue as to how to cross the bridge safely!!), TIPTOE BRIDGE, EXAMINE ROCKS, (you hear a gurgling noise from below), TAKE OILCAN, SMASH CRACKS, (you strike oil!), FILL OILCAN, PINCH ARM, (back to your computer).

TWO, N, ENTER CITADEL, U, READ PLAQUE, (gives a clue as to the use for the mechanical mole you came across earlier), D, EXAMINE FONT, (to reveal the Sacred Elixir of Strength), PINCH ARM, (to return to your computer).

FOUR, OIL GUN, LOOK, FIRE GUN, (you hear a bell ringing!), PINCH ARM, (back to your computer).

TWO, N, ENTER CITADEL, DRINK ELIXIR, (the font now disappears), PINCH ARM, (back to your computer).

THREE, E, E, U, N, E, N, TIPTOE BRIDGE, ENTER MOLE, PULL LEVER, (the mole digs a way into a huge hidden cave), OUT, TAKE RAMBOARD, PINCH ARM, (back to your computer).

ONE, PULL LEVER, VIEW WINDOW, OPEN HATCH, S, E, EXAMINE CONSOLE, INSERT RAMBOARD IN CONSOLE, W, N, ENTER POD, VIEW WINDOW, PRESS SWITCH, GRAB SPACE SUIT, (the Grab-Arm opens out and grabs the suit), OPEN HATCH, TAKE SPACESUIT, OPEN HATCH.....

FINAL MESSAGE:

"YOU ARE IN A SPACESUIT, FLOATING OUT INTO THE UNKNOWN. AT LAST! YOUR QUEST IS WITHIN REACH! THE NUMBER OF STARS IS, LET'S SEE...1..2..3..4..THIS IS GOING TO TAKE SOME TIME..5..6..7..8.."

STEP BY STEP SOLUTION

by A W Baldwin on a Spectrum

GET DISC, EXAM DISC, INSERT DISC, EXAM SCREEN, ONE, READ NOTICE, EXAM TIMELORD, PULL LEVER, VIEW, PUSH SWITCH, GRAB SUIT, OPEN HATCH, S, E, EXAM CONSOLE, W, S, GET BUCKET, E, EXAM BUNK, GET CORD, E, GET MAP, EXAM MAP, N, PRESS BUTTON, PINCH ARM, FOUR, GET TIN, PAINT CORD, DROP TIN, EXAM GUN, OUT, EXAM WINDSOCK, GET SPADE, DIG, GET GLOVES, DROP SPADE, PINCH ARM, THREE, E, E, E, E, GET POKER, EXAM POKER, GET COALS,

PINCH ARM, TWO, E, N, N, DROP BUCKET, GET GRASS, S, W, EXAM BULL, W, EXAM COW, FEED COW, MILK COW, GET ICICLE, N, W, W, ENTER, EXAM WOMAN, GIVE MAP, OUT, E, E, S, E, E, EXAM CHILD, GIVE ICICLE, GET YOYO, EXAM YOYO, PINCH ARM, FOUR, OUT, EXAM WINDSOCK, ENTER PLANE, AIM, SHOOT BULL, E, EXAM RADIO, TURN KNOB, PINCH ARM, TWO, N, ENTER, U, EXAM PLAQUE, PINCH ARM, THREE, E, E, U, N, E, N, E, EXAM PIT, PLAY YOYO, PINCH ARM, TWO, N, ENTER, D, UNLOCK CELL, DROP KEY, DROP YOYO, GET BREAD, PINCH ARM, THREE, E, E, U, N, EXAM BAT, GIVE BREAD, PINCH ARM, ONE, PULL LEVER, VIEW, OPEN HATCH, S, S, E, E, N, PRESS BUTTON, GET CHIPS, PINCH ARM, FOUR, OUT, DROP CHIPS, E, ENTER BUILDING, D, GET PICKAXE, PINCH ARM, THREE, E, E, U, N, E, N, EXAM MAN, TIPTOE, GET CAN, EXAM ROCKS, BREAK ROCKS, FILL CAN, DROP PICKAXE, PINCH ARM, FOUR, OIL GUN, DROP CAN, FIRE GUN, PINCH ARM, TWO, N, ENTER, EXAM FONT, DRINK ELIXIR, PINCH ARM, THREE, E, E, U, N, E, N, TIPTOE, ENTER MOLE, PULL LEVER, OUT, GET RAMBOARD, PINCH ARM, ONE, PULL LEVER, VIEW, OPEN HATCH, S, E, REPAIR COMPUTER, W, N, ENTER POD, VIEW, PUSH SWITCH, OPEN HATCH, GET SUIT, OPEN HATCH.

Dodgy Geezers

Hint courtesy of A Edney.

Lift the carpet in the Managers office in Part 1 to discover the manhole cover.

Inheritance

Hints courtesy of Matthew Gregg.

Journey To The Centre of Eddie Smiths Head

Scenario:

A freak accident has occurred regarding one of the Governments Top Physicists. Eddie Smith whilst working on an atomic bomb has bumped his head, which has sent him loopy and he is now threatening the world with the bomb. You, being Eddies colleague, have to find a way to defuse the bomb. Your country depends on you, so go to it.

Solution (courtesy of J Barnsley)

WEAR the coat to find the IGNITION KEY. INSERT 10P, (carried initially) at toilet door to find GUN. ENTER the VAN and INSERT the IGNITION KEY to start it, then DRIVE NORTH. EXIT the van and in Eddie's house go upstairs first, then EAST to find a loose panel. HIT PANEL to find a secret room to the EAST. The BIG KEY is used to

Part 1

From the flat take; bag P.S., watch, and money. To get out of the building, keep on entering the lift then leaving it. The phone No. is 13920 Enter the Taxi.

Part 2

Buy a sandwich, Ham

Tricot

Catch the 11:19 please. Give Tricot to the Hi-Jacker Catch Bus No. 9.

Part 3

Bribe the woman in the strip bar Win a million and visit the solicitor

UNLOCK DOOR in the hall. DOWN to the cellar and DRINK WINE. The TORCH is EAST from the hall. Go out and ENTER the van once more, then DRIVE SOUTH

KEY (LIGHT TORCH). KNOCK THREE TIMES on the wall that isn't yours. JOIN QUEUE at the Bank then WITHDRAW CASH, BUY ARSENIC at the chemists.

THROW A BRICK at the JEWELLERS WINDOW. TIE STRING to make a pendulum from the watch. Take the DRILL from the garden shed. KICK the coffee machine. POISON the coffee. Make sure the teddy bear gets the coffee. BUY the condenser with Eddies savings. SWING watch to hypnotize him. CONDENSER ON then DRILL SKULL. SOUTH to enter his head. PUSH the button in the pain dept., then tell the walking dept. to



and EXIT the van. At the hostel "SAY HELP". TYPE HELP on the computer. SHOOT then EXAMINE the cat. GIVE NOTE to the landlord of the Green Potato Inn. GO WEST at the top of the stairs to find a SMALL

WALK EAST. From here the bomb is E, N, N. Go WEST, CONDENSER ON, and find the Emotions Dept. PULL the heartstrings. Go back to the extension to Eddies Lab and CLICK FINGERS and you've finished.

Kayleth

Scenario:

Your home planet Zyron is ruled over by an evil tyrant by the name of Kayleth. Kayleth is robbing your planet of all its natural resources, and will not end until the planet is destroyed. You have set in motion a plan to liberate your beloved planet, but time is short, and enemies are many.

Solution:

From the start, strapped to a conveyor belt,

GET OFF, (you find you are gripped by steel bands!), BREAK BANDS, (your arms are now free), GET OFF, U, PULL LEVER, (the sirens are now silenced and the menacing droid leaves), D, EXAMINE MACHINERY, TAKE TAPE, EXAMINE TAPE, N, TAKE FUSE, E, EXAMINE ANDROID, (you learn that every Android has a miniature slot in its head, and ebony eyes), E, EXAMINE CHAIR, (you reveal a knob on the side), TURN KNOB, (the chair reclines revealing a pair of gloves), TAKE GLOVES, EXAMINE GLOVES, (the label reads Alki 33 - which 'loosely' translated tells you that the gloves are Alkali that will 'free' 'three'), S, EXAMINE SHEET, (you find your data slot is empty - Oh! I'm an Android too !!)

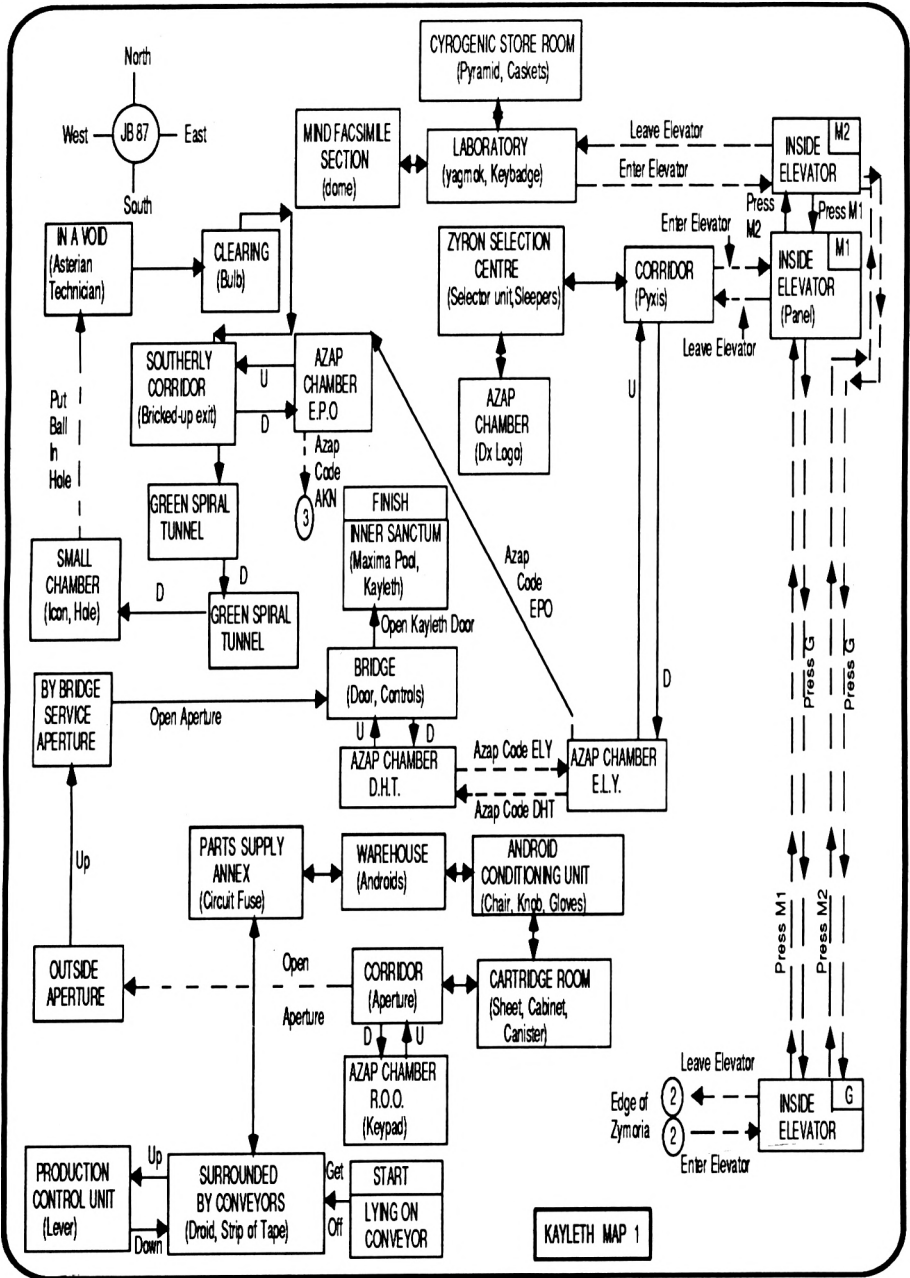
EXAMINE CABINET, TAKE CANISTER, EXAMINE CANISTER, (you are told that all the edges are welded), W, EXAMINE APERTURE, (on this side of it is drawn a blue

eye), D, EXAMINE CHAMBER, (a keypad is built into the cylindrical Atomic Bicember), EXAMINE KEYPAD, (the operating instructions say - type:AZAP CODE - followed by 3 code letters), U, WEAR GLOVES, OPEN TAPE, (it starts to dissolve!!), PUT TAPE ON CANISTER, (the tape will dissolve the canister, leaving the contents intact - they are three miniature program cartridges), TAKE DEXTA, TAKE SERTA, TAKE MASTA, INSERT SERTA, (you are now programmed as a Service Droid), I, (you have glowing blue eyes and can now open the aperture), OPEN APERTURE, (you pass through to the outer hull of Kromar, your programming has magnetised your feet), EXAMINE APERTURE (you see inscribed : A. C. Roo - A. C. being Azap Code), U, EXAMINE APERTURE, (you see inscribed: A.C.Dht), OPEN APERTURE, (you pass through to the Bridge), EXAMINE DOOR, (the lock is coded, preventing droids from opening it - Kayleth is beyond here, but you've got a lot to do yet, before you pass this obstacle!!)

EXAMINE CONTROLS, (the overseer's control button is marked: "Data.Zap section ELY"), REMOVE SERTA, INSERT MASTA, (you are now programmed as an Overseer Droid), I, (yellow eyes, now!!), PUSH BUTTON, (3D images of Zyroneons flash up, in one you see your old self, Yurek!), D, AZAP CODE ELY, (you

now teleport), U, TAKE PYXIS, EXAMINE PYXIS, (you are told that the small wooden box can be opened), W, EXAMINE UNIT, (this tells you that Zyroneons are melted down here, their essence feeds the Maxima Pool), EXAMINE SLEEPERS, (they are unconscious Zyroneons, labelled "Rejects for DX"), S, (this Azap chamber must not be used - notice the 'DX' Logo!! - you should know what happens to 'rejects'), N, E, ENTER ELEVATOR, EXAMINE PANEL, (the buttons are marked 'G', 'M1' and 'M2'. You are on level M1, as indicated on the location description when you enter the lift), PRESS M2, LEAVE ELEVATOR, (you encounter Yagmok).

REMOVE MASTA, TALK TO YAGMOK, (he tells you that he may have the key to your problem. His speech is "advanced" so to interpret this, read the message "one step back", i.e. TLJN will read SKIM, and his full message then reads: "SKIM THE SEA, FIND THE COAT, RIDE THE RING, THEN DOWN THE THROAT". Now, he told you he may have the key to your problem, so),ASK YAGMOK FOR KEY, (he will slide a badge towards you), TAKE BADGE, EXAMINE BADGE, (a key badge!!), N, TAKE PYRAMID, EXAMINE PYRAMID, (small and silver),EXAMINE CASKETS, (they contain suspended Zyroneons), S, W, EXAMINE DOME, (it has a body-shaped indentation), EXAMINE INDENTATION, (a tube-shape



within it), E, ENTER ELEVATOR, (Ah! The great outdoors!), DROP GLOVES, DROP PYXIS, DROP PYRAMID, WEAR BADGE, S, S, GO ARCHWAY, (your body is enveloped with rad-rays as you pass through the arch - the relevance of this will be explained later), S, TAKE QNUTS, (an "advanced" Pnut?!), N, W, TAKE MANUAL, READ MANUAL, (the chapter on high knots says "Flip for quick release"), DROP MANUAL, EXAMINE DEBRIS, (you see your old Zyroneon self!).

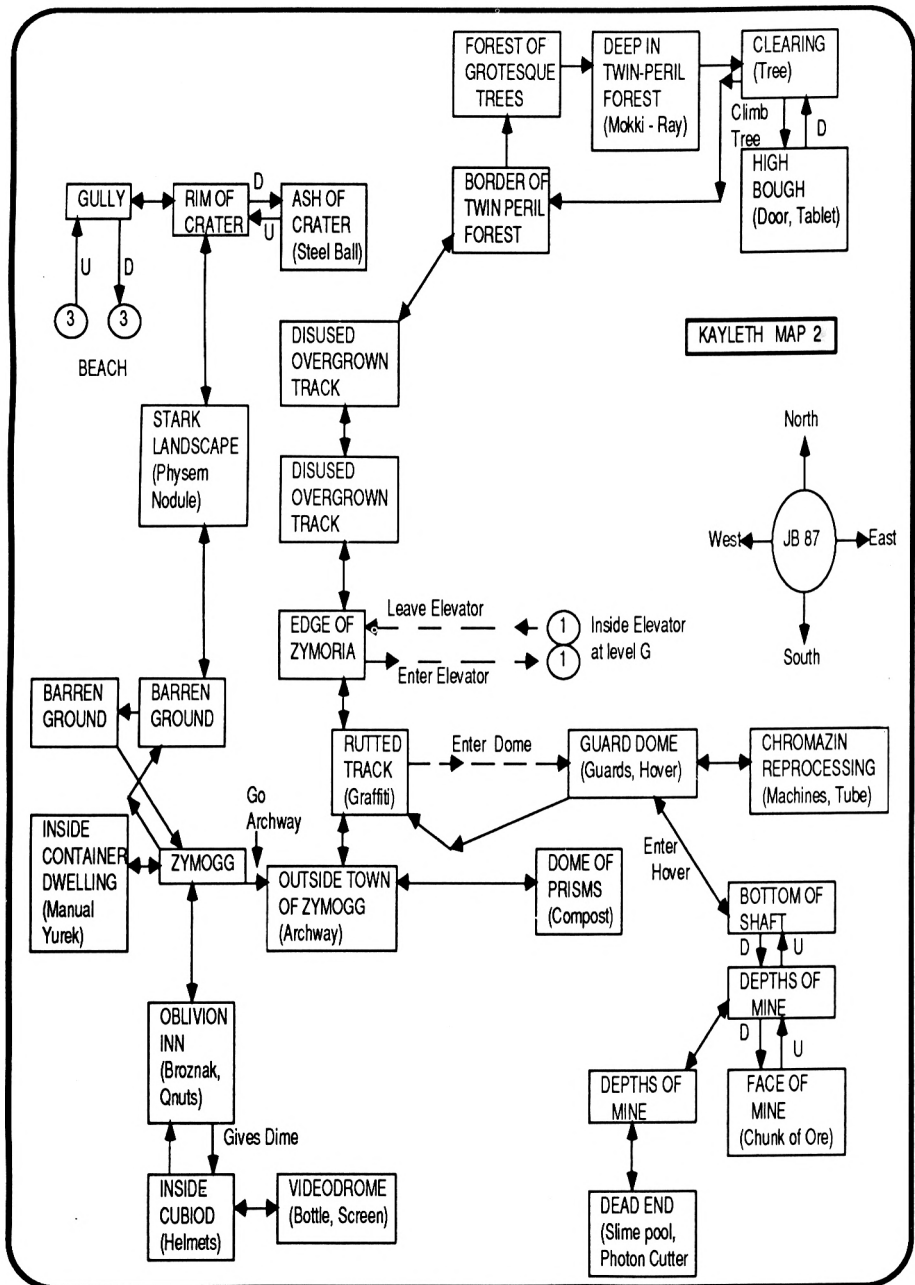
E, NW, (you are asked if you are sure), YES, N, EXAMINE EARTH, TAKE NODULE, EXAMINE NODULE, (you are told that it will flare up on impact), N, D, EXAMINE ASH, (you reveal a steel ball), TAKE BALL, U, DROP BALL, W, D, E, ENTER TUNNEL, INSERT DEXTA, (you are now programmed as a Plasma-firing Destroyer Droid!), I, (with red eyes!), FIRE PLASMA, (your eyes blast a hole in the doors), E, EXAMINE SHELVES, TAKE SUIT, WEAR SUIT, (this prevents burning whilst 'skimming' over the acid sea), D, BOARD SKIMMER, EXAMINE SKIMMER, (you need a starter fuse), INSERT FUSE IN SKIMMER, START SKIMMER, (you cross the sea to Yagmok's Island), SW, E, EXAMINE RUBBLE, (you discover a hatch), EXAMINE HATCH, OPEN HATCH, (you must be wearing the badge to do this), D, (Oh! Hello Dribble!), GIVE QNUTS TO DRIBBLE, D, D, E, (you are

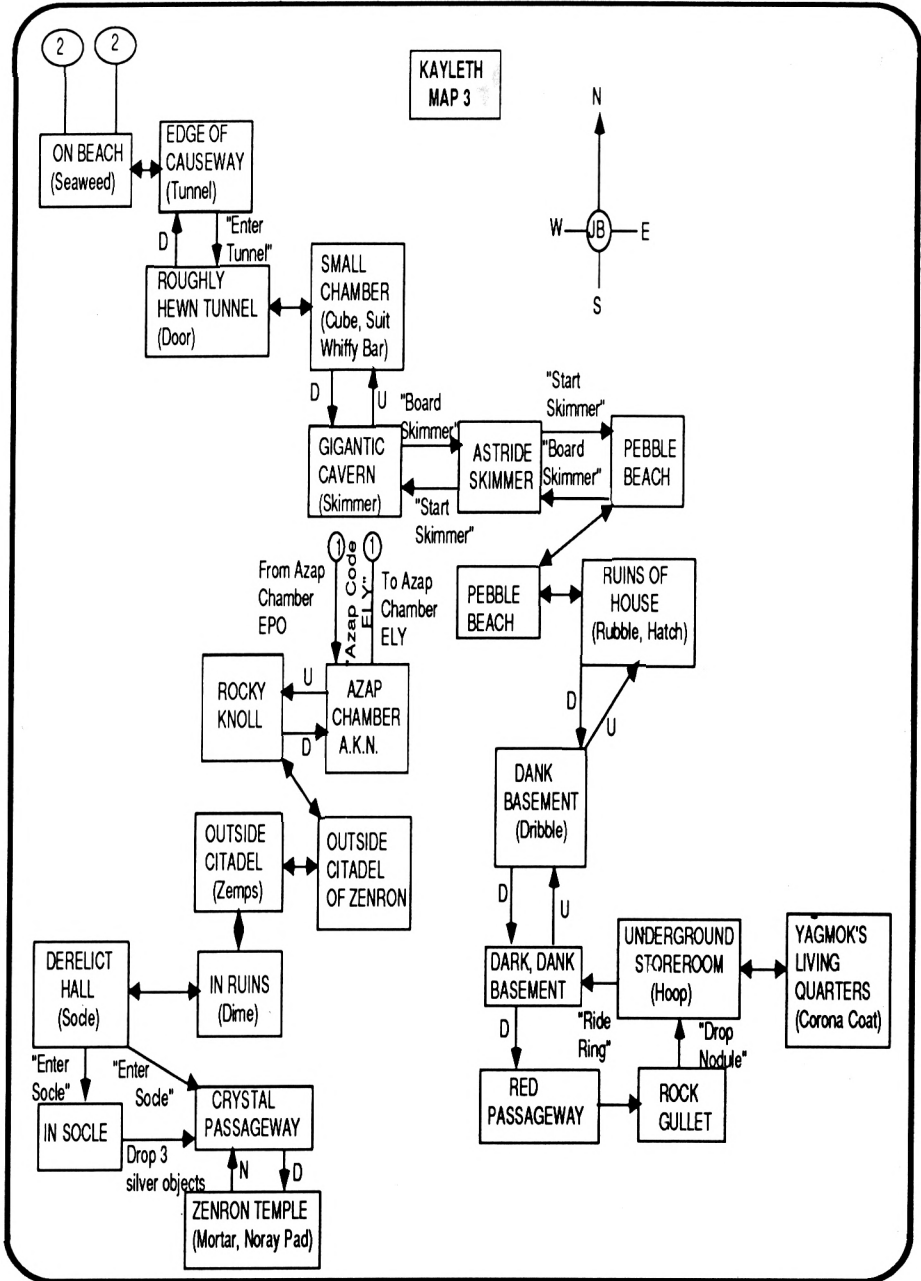
now about to be digested!), DROP NODULE, (you are now 'thrown up' to an underground storeroom), E, TAKE COAT, EXAMINE COAT, (fashionable in the year 105b.k - Before Kayleth?!), EXAMINE QUARTERS, (you see the words 'A.C. EPO' inscribed), W, EXAMINE HOOP, (remember what Yagmok told you?), RIDE RING, (the ring takes you safely back to the dark, dank basement), U, U, W, NE, DROP BADGE, BOARD SKIMMER, START SKIMMER, DROP SUIT, TAKE CUBE, EXAMINE CUBE, (small and silver), TAKE BAR, EXAMINE BAR, (sickly smelling 'goo' on each end and a handle that allows the bar to be spun).

W, D, W, U, E, TAKE BALL, S, S, W, SE, GO ARCHWAY, N, N, DROP BALL, DROP COAT, TAKE PYXIS, N, N, NE, (the strangleeed begins to entwine you!), N, E, (here's your 'twin peril!'), SPIN BAR, (it gives off the odour of rotting flesh and the Mokki-Ray grabs the bar!), E, CLIMB TREE, EXAMINE DOOR, (there is a knot below a carved eyeless face), OPEN PYXIS, (you are asked if you are sure?), YES, (the pyxis opens and the micro-lenses inside fall out, to expand on contact with the air), DROP PYXIS, TAKE LENSES, WEAR LENSES, (all will now be dark!), FLIP KNOT, (again you are asked if you are sure), YES, (the door opens and a blinding light beams out. The lenses save your eyes,

and you notice a marble tablet within the tree), TAKE TABLET, (the light disappears), REMOVE LENSES, EXAMINE TABLET, (you see the letters AKN - and there's the clue as to what to do next!), BREAK TABLET, (a rod is revealed), TAKE ROD, EXAMINE ROD, (small and silver with a steel whirl-cord fitted), D, W, SW, S, S, TAKE PYRAMID, ENTER ELEVATOR, PRESS M1, (to return to level Minus One), LEAVE ELEVATOR, D, AZAP CODE EPO, (you teleport), U, FIRE PLASMA, (the exit is now cleared, but you can go no further as a Droid).

D, AZAP CODE AKN, U, SE, W, (you are now encircled by ferocious Zemps!), WHIRL CORD, (it creates a high pitched scream, scaring off the Zemps), S, TAKE DIME, W, (the walls now close in on you!), ENTER SOCLE, (a voice whispers "To be with me, drop the silver three"), DROP ROD, DROP CUBE, DROP PYRAMID, (the Socle now descends), D, (the High Priest tells you "of my gifts, one will help you out. Take the crater creator to the Astechs!"), TAKE MORTAR, EXAMINE MORTAR, (it is automatic and needs seeds to be dropped into it), TAKE POD, EXAMINE POD, (eat for protection from certain rays), U, ENTER SOCLE, E, N, E, NW, D, AZAP CODE ELY, (you teleport), U, ENTER ELEVATOR, PRESS G, (back to Ground level), LEAVE ELEVATOR, S, S, GO ARCHWAY, DROP LENSES,





REMOVE DEXTA, S, TALK TO BROZNAK, GIVE DIME TO BROZNAK, (Broznak shows you through to a cuboid), E, TAKE BOTTLE, EXAMINE BOTTLE, (contains polluted Zyroneon water), EXAMINE SCREEN, (you learn "Kayleth means Life"), W, N, N, GO ARCHWAY, E, DROP BOTTLE, DROP MORTAR, W, N, N, TAKE COAT, S, EXAMINE DOME, (the graffiti reads "up yours, Overseer"), INSERT SERTA, (you are now a Service Droid).

ENTER DOME, E, EXAMINE MACHINES, (they are for c-emzs conversion and you must place ore in the chute before operating), REMOVE SERTA, INSERT MASTA, (you are now an Overseer Droid), W, ENTER HOVER, (you descend but it is too dark to see now), WEAR COAT, (it glows), D, SW, S, EXAMINE POOL, (you find a Photon Cutter), TAKE CUTTER, EXAMINE CUTTER, (for cutting rock), N, NE, D, CUT ROCK, (you dislodge a chunk of ore), TAKE ORE, DROP CUTTERS, U, U, REMOVE MASTA, INSERT SERTA, (to become a Service Droid once more), ENTER HOVER, E, PLACE ORE IN CHUTE,

PRESS BUTTON, (the machine produces a c-emzs tube), TAKE TUBE, W, SW, DROP COAT, S, GO ARCHWAY, W, GIVE POD TO YUREK, (he eats it and begins to look hopeful), TAKE YUREK, E, GO ARCHWAY, (thanks to the pod Yurek is protected from the 'rays'), N, N, ENTER ELEVATOR, PRESS M2, (to level Minus 2), LEAVE ELEVATOR, W, INSERT TUBE IN INDENT, INSERT YUREK IN INDENT, (you are now Yurek, in good condition at that!!), E, ENTER ELEVATOR, PRESS G, (to Ground Level), LEAVE ELEVATOR, TAKE BALL, ENTER ELEVATOR, PRESS M1, (to Level Minus One), LEAVE ELEVATOR, D, AZAP CODE EPO, (you teleport), S, (you are suddenly sucked into a green spiral tunnel!).

D, D, PUT BALL IN HOLE, (you awake in a void, faced by an Asterion Technician), EXAMINE TECHNICIAN, (he says "with the ball in place we can finish our task to re-populate this devastated planet. You must poison Kayleth's life blood with the essence of Tae. You will find the bulb, nurture it!" - you are now in a clearing), TAKE BULB, N, D, AZAP CODE ELY, (you teleport), U, ENTER

ELEVATOR, PRESS G, (to Ground Level), LEAVE ELEVATOR, S, S, E, TAKE COMPOST, EXAMINE COMPOST, TAKE BOTTLE, POUR WATER ON COMPOST, (it swells), PLANT BULB IN COMPOST, (it starts to grow), WAIT, (eleven or twelve times until the Tae flower bursts open), TAKE MORTAR, TAKE SEEDS, DROP SEEDS, DROP SEEDS IN MORTAR, (you are told that you now have Kayleth's death warrant!), I, (yes, the Tae essence!), DROP MORTAR, DROP BOTTLE, W, N, N, ENTER ELEVATOR, PRESS M1, (to level Minus One), LEAVE ELEVATOR, D, AZAP CODE DHT, (you teleport), U, HELP, (you are told to read back all the zaps - they are ROO, DHT, ELY, AKN, EPO - read backwards to see OPEN KAYLETH DOOR!!), OPEN KAYLETH DOOR, (you are now in Kayleth's Inner Sanctum!!), DROP ESSENCE IN POOL

FINAL MESSAGE
 "THE MAXIMA POOL TURNS RED, KAYLETH'S FORM BEGINS TO SWELL. KAYLETH BURSTS! HIS REIGN'S OVER, YOURS HAS JUST BEGUN, YUREK THE GREAT! WELL DONE!"

The Legend Of Apache Gold

Scenario:

You are the Lonesome Cowboy 'Luke Warme', and have heard a tale about buried Apache



Gold. Being penniless you set out on your quest for riches beyond your wildest dreams.

Solution by A. W. Baldwin on a Spectrum.

You start in the back of your wagon on a wild open plain. The horse wants his

oats before he will move, so FEED HORSE and FLICK REINS and you are off down the trail. However you are soon captured by Apaches and imprisoned in a small wigwam. Examination of the guard reveals that he has no fear of anything except the Great White Spirit. Get the blanket which you see and examine it. It is smooth and ghostly white, so WEAR BLANKET. The guard thinks you are the Great White Spirit and runs off. You escape to the centre of the settlement, where you see a sign and a totem pole. Examination of the sign tells you that the Apaches have gone to hunt lunch. When you examine the totem pole, you see something glittering on top, but it is too high for you to reach. You cannot get it yet so do not waste time trying. Explore the settlement and get the pipe of peace from the chief's wigwam, the tomahawk from the war tent and the spirit stick from the medicine man's wigwam. Next go to the squaws wigwam and get the handbag. When you examine it you are told that it is made from animal skin. Examine the barrel and get the lid. Go to the horses enclosure and you see your wagon, but when you examine it you find that the Indians have removed a wheel. REPAIR WAGON using the barrel lid to serve as a wheel, then ENTER WAGON and FLICK REINS.

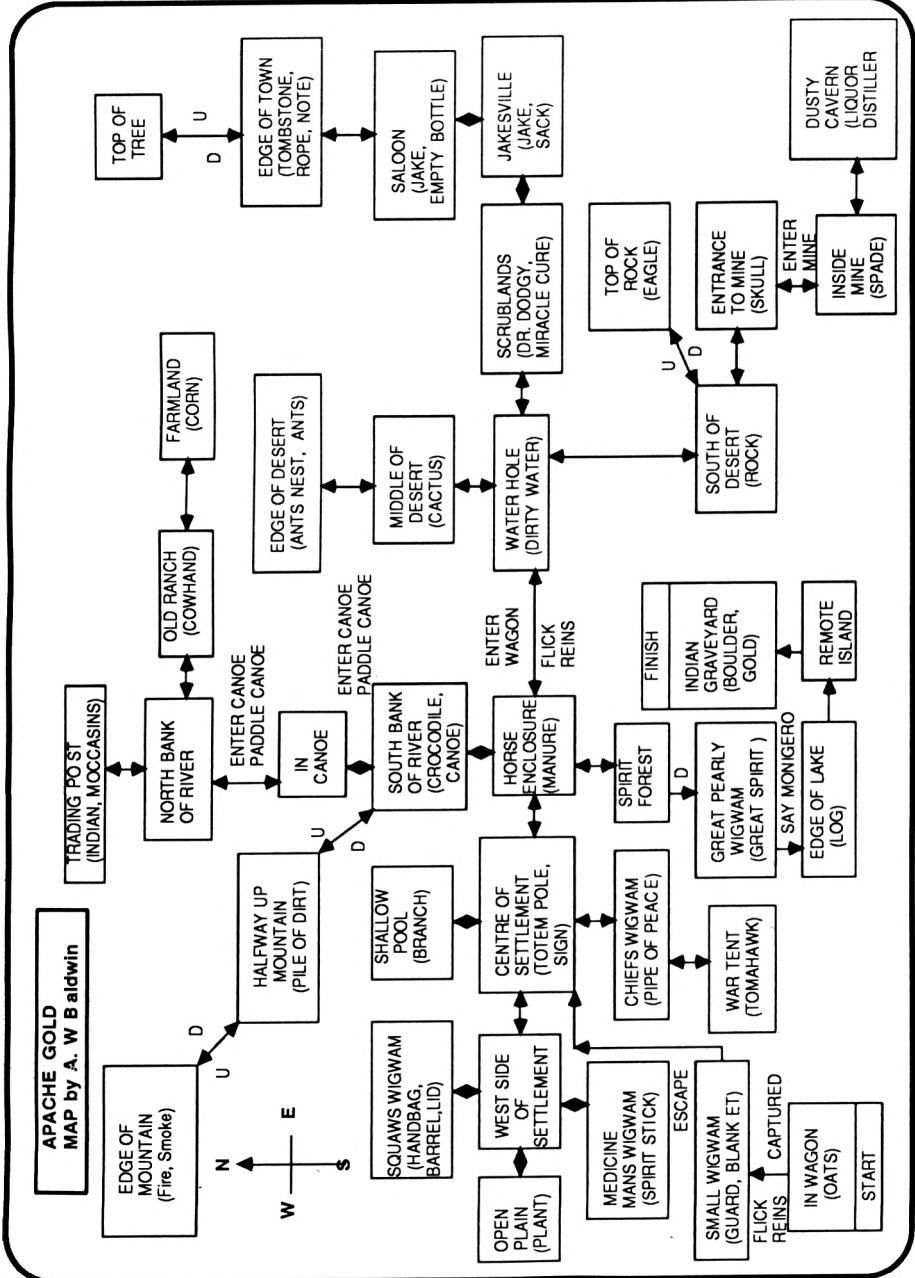
You arrive at a water hole, where you leave the wagon. Continue east on foot to the scrublands where you

see Dr. Dodgy and his wagon. TALK DOCTOR and as he sees that you are tired, he offers you a free sample of his miracle cure. Get the cure and continue east to Jakesville. TALK JAKE and he says you may help yourself to an empty sack. Get the sack and go north to the saloon. Once again TALK JAKE and he tells you about Wyatt Burp. Get the empty bottle and go north to the edge of the town. Get the rope noose and examine the tombstone. It is inscribed "Wyatt Burp, hanged for making moonshine liquor". Climb up the tree and CUT BRANCH. The branch falls into the rapids and you will have to retrieve it later from the shallow pool.

Return to the water hole and FILL BOTTLE (it is half full with dirty water). Go south to the desert and throw rope over the protruding rock. Climb up the rope to the rocky formation, where you see an eagle. To prevent the eagle stealing the jewel from you later, THROW CURE, and you gum up it's wings. Return to the water hole, ENTER WAGON and FLICK REINS to take you back to the horses enclosure. Get the manure in the sack and go west until you reach the open plain. SPREAD MANURE on the plant and it grows. Drop the sack and get the plant. Examination reveals that it is a rare tomtomato plant. Now go to the shallow pool and get the long thin branch which has been washed up there, then to the south bank of the river, where you see a canoe and a

crocodile. SHOW HANDBAG (made of crocodile skin) to the crocodile and it swims off at top speed. Now you can ENTER CANOE and using the long thin branch PADDLE CANOE over to the north bank.

Go north to the Indian trading post and TALK INDIAN. He says he will trade you something to stop your feet burning so TRADE PLANT. He agrees to the trade and you see a pair of thick soled moccasins. Get the moccasins and wear them, then go to the farmland and get the heads of corn. Now return to the water hole and now that you are wearing the moccasins, you can go north to the middle of the desert. CUT CACTUS and FILL BOTTLE with the juice. Continue north to the edge of the desert and examine the anthill. Get the ants nest and you have ants in your pants. When one bites you, you jump 20 feet in the air, so return to the centre of the settlement, where you jump and grab the object on the top of the totem pole. INVENTORY tells you that it is a sparkling jewel. Drop the ants nest and make your way to the entrance to the mine. Examine the skull and you see that one eye socket has a jewel in it, but the other is empty. When you attempt to enter the mine, a dancing Indian appears and bars your way. He tells you to sock it too him so INSERT JEWEL into the empty eye socket and he disappears. Now you can enter the mine and get the spade.



Return to Wyatt Burp's grave and DIG. Drop the spade and get and read the paper note which you have found. It is a recipe for moonshine and reads "Take some juice with a spiky taste, get ahead and then make haste to bottle some water full of grime, and use the equipment I left in the mine". You have collected all the necessary ingredients, so return to the mine and go east to the dusty stench filled cavern. Examine the liquor distiller and you see that it has a pipe missing. REPAIR DISTILLER using the pipe of peace, and you can MAKE MOONSHINE. Go back across the river and east to the old ranch. TALK COWHAND and he says that he could do with a strong drink. GIVE MOONSHINE and he gets drunk, and mumbles "Invert the stick and give it some waves, then you'll see how the smoke behaves". Return to the south bank of the river and go up the rocky path. Get the dirt and continue up to the edge of the mountain. THROW DIRT into the fire and you see puffs of smoke. Follow the cowhand's instructions and invert the spirit stick and wave it. An old Indian appears and says "Um smoke say monigero (that's an anagram of Geronimo, you know)".

Return to the horses enclosure and go south until you reach the Great Pearly Wigwam. TALK SPIRIT and he says "To enter um Great Pearly Wigwam flap and appear at um mountain base

on your map, say to me um sacred word of old, and seek um chief's grave that contains the gold". SAY MONIGERO and the pearly flap opens. You float through and find yourself wading around shallow waters near the edge of a huge lake, where you see a floating log. Examine the log and you are told that it looks big enough to sit on. So SIT LOG and you drift to a small remote island. Go north and you arrive at the Indian graveyard. A huge boulder blocks the apache tomb. PUSH and it budes slightly. PUSH HARD and it slides away to reveal the apache chief's gold. YOU'RE RICH PARTNER!!! SPEND IT WISELY.

STEP BY STEP SOLUTION

FEED HORSE, FLICK REINS, WAIT, WAIT, WAIT, EXAM GUARD, GET BLANKET, EXAM BLANKET, WEAR BLANKET, READ SIGN, EXAM POLE, S, GET PIPE, EXAM PIPE, S, GET TOMAHAWK, N, N, W, S, GET STICK, N, N, GET HANDBAG, EXAM HANDBAG, EXAM BARREL, GET LID, S, E, E, EXAM WAGON, REPAIR WAGON, ENTER WAGON, FLICK REINS, E, TALK DOCTOR, GET CURE, EXAM CURE, E, TALK JAKE, GET SACK, N, TALK JAKE, GET BOTTLE, N, GET ROPE, EXAM TOMBSTONE, U, CUT BRANCH, D, S, S, W, W, FILL BOTTLE, S, THROW ROPE, U, THROW CURE, D, N, ENTER WAGON, FLICK REINS, GET MANURE, GET SACK, W, W, W, SPREAD

MANURE, DROP SACK, GET FERN, EXAM FERN, E, E, N, GET BRANCH, S, E, N, SHOW HANDBAG, ENTER CANOE, PADDLE CANOE, N, TALK INDIAN, TRADE PLANT, GET MOCCASINS, S, E, E, GET CORN, W, W, ENTER CANOE, PADDLE CANOE, S, ENTER WAGON, FLICK REINS, N, CUT CACTUS, FILL BOTTLE, N, EXAM ANTHILL, GET NEST, S, S, ENTER WAGON, FLICK REINS, W, (you jump in the air and get the jewel), DROP NEST, E, ENTER WAGON, FLICK REINS, S, E, EXAM SKULL, ENTER MINE, INSERT JEWEL, ENTER MINE, GET SPADE, N, W, N, E, E, N, N, DIG, DROP SPADE, GET NOTE, READ NOTE, S, S, W, W, S, E, ENTER MINE, E, EXAM DISTILLER, REPAIR DISTILLER, MAKE MOONSHINE, W, N, W, N, ENTER WAGON, FLICK REINS, N, ENTER CANOE, PADDLE CANOE, E, TALK COWHAND, GIVE MOONSHINE, W, ENTER CANOE, PADDLE CANOE, U, GET DIRT, U, THROW DIRT, INVERT STICK, WAVE STICK, D, D, S, S, S, TALK SPIRIT, SAY MONIGERO, EXAM LOG, SIT LOG, N, PUSH, PUSH HARD.

MASTERS OF THE UNIVERSE

Scenario:

Skeletor has developed a new earthquaker device, that is about to destroy the kingdom

of Eternia. As He-Man you must save the peaceful Kingdom, and take up the Sword of Power against the evil Skeletor and his minions

Solution on C64 by J. R. Barnsley

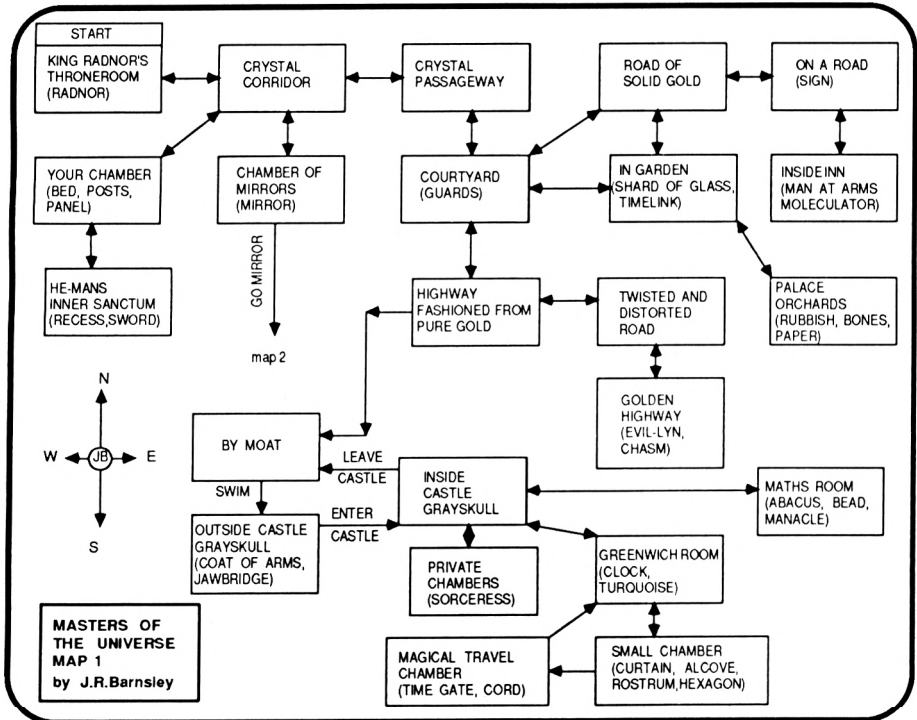
From the start, in the Throne Room of King Radnor:

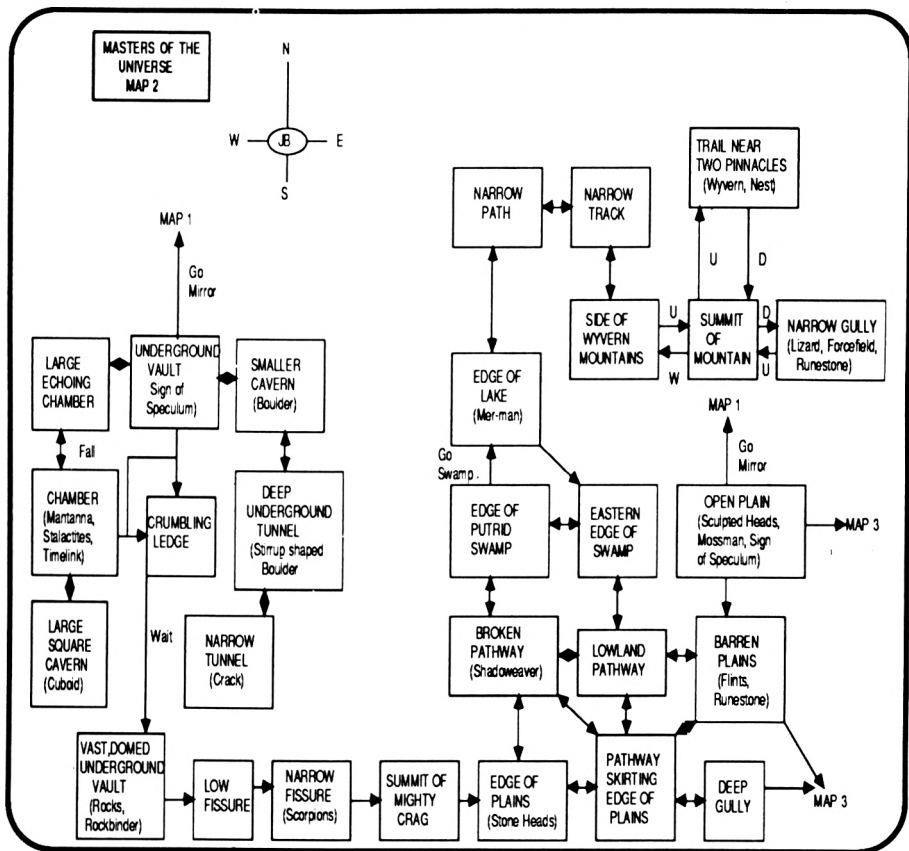
TALK TO RADNOR, (he tells you to seek out He-man), E, SW, EXAMINE BED, (you are told that the bed posts hide your secret), EXAMINE POSTS, (a panel slides open on the Southern wall), S, EXAMINE RECESS, (you locate the Sword of Power), TAKE SWORD, (by

the power of Grayskull!!! You are now He-man!), N, NE, E, S, TALK TO GUARDS, NE, E, READ SIGN, (The 'Man at Arms Inn' - indicates that Man At Arms is within!), S, EXAMINE PEOPLE, (you locate Man at Arms), TALK TO MAN AT ARMS, (he gives you a new weapon - a molecuator), TAKE MOLECULATOR, EXAMINE MOLECULATOR, (a guide as to it's use!), N, W, S, EXAMINE GARDEN, (you find a Timelink), TAKE TIMELINK, EXAMINE PAGODA, (shards of glass are everywhere), TAKE GLASS, SE, EXAMINE RUBBISH, EXAMINE FISHBONES, (the sharp

bones of the Nordia whale...more like a big red herring!), EXAMINE PAPER, (and it disintegrates in your hands!), NW, W, S, W, SWIM, (If, heaven forbid, you are grabbed by the tentacles - ATTACK TENTACLES WITH SWORD - this is a random factor).

EXAMINE COAT OF ARMS, (a skull and crossed swords), HIT COAT OF ARMS WITH SWORD, (the jawbridge lowers), ENTER CASTLE, S, TALK TO SORCERESS, (she welcomes you and tells you that Skeletor is behind the plot to ruin Eternia. You must restore the timelinks and she will give you





a weapon to defeat Skeletor. She further tells you "The weapon of time will benefit you twice, your reflection will aid you in your journey to the Shadowlands", she then disappears, N, SE, (there is a large Harbinger clock here), EXAMINE CLOCK, (there is something strange about the face), EXAMINE FACE, (the hands are missing), FIT TIMELINK TO FACE, (the clock chimes once), EXAMINE FACE, (you must now find the other timelink), S, OPEN

CURTAIN, (to reveal a small alcove), EXAMINE ALCOVE, (to see a tall rostrum), EXAMINE ROSTRUM, (it has clock faces carved into it's surface....here you will obtain your 'weapon of time' when you have replaced BOTH timelinks), W, EXAMINE TIME GATE, (to reveal a cord), TAKE CORD, EXAMINE CORD, (it will jam the power of the wyverns), NE, NW, LEAVE CASTLE, E, N, N, W, S, EXAMINE SIGN, (it is the sign of the Speculum, and the

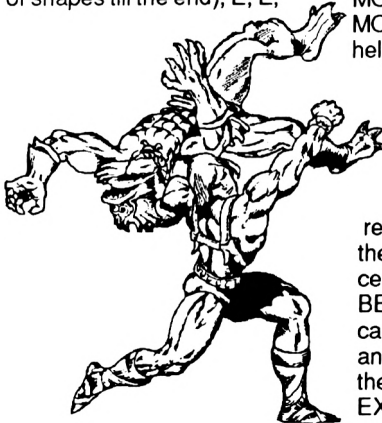
significance of this will be seen later), EXAMINE MIRROR, (remember what the Sorceress told you about your reflection?), GO MIRROR, (you enter the Shadowlands), W, S, (you are attacked by the Mantanna!), ATTACK MANTANNA WITH SWORD, (he vapourises), EXAMINE STALACTITE, TAKE TIMELINK, N, E, GO MIRROR, N, E, S, S, W, SWIM, ENTER CASTLE, SE, FIT TIMELINK TO FACE, (the clock will now chime twice),

EXAMINE FACE, (the hands have now been replaced, and the earth tremors have ceased).

OPEN CLOCK, TAKE TURQUOISE, EXAMINE TURQUOISE, (it is carved into TWO FACES at the front and back - we shall use it when we come across TWO FACES!), S, EXAMINE ROSTRUM, (it now has the Hexagon of Heliatron upon it), TAKE HEXAGON, EXAMINE HEXAGON, (this is the magical weapon of time that the Sorceress told you about - do not drop it until you need to use it as you can only use it TWICE), N, NW, E, TAKE ABACUS, EXAMINE ABACUS, (one large bead is loose and has a fish on one side - use it upon someone 'fishy' later!), REMOVE BEAD, (the abacus is now automatically replaced where you found it), EXAMINE EQUATIONS, (sums of the Sorceress...magic, eh?!), DROP TURQUOISE, TAKE MANACLE, EXAMINE MANACLE, (reduces reflected light, ie - mirrors!), W, LEAVE CASTLE, E, N, N, W, S, GO MIRROR, DROP MANACLE, GO MIRROR, N, E, S, S, W, SWIM, ENTER CASTLE, E, TAKE TURQUOISE, W, LEAVE CASTLE.

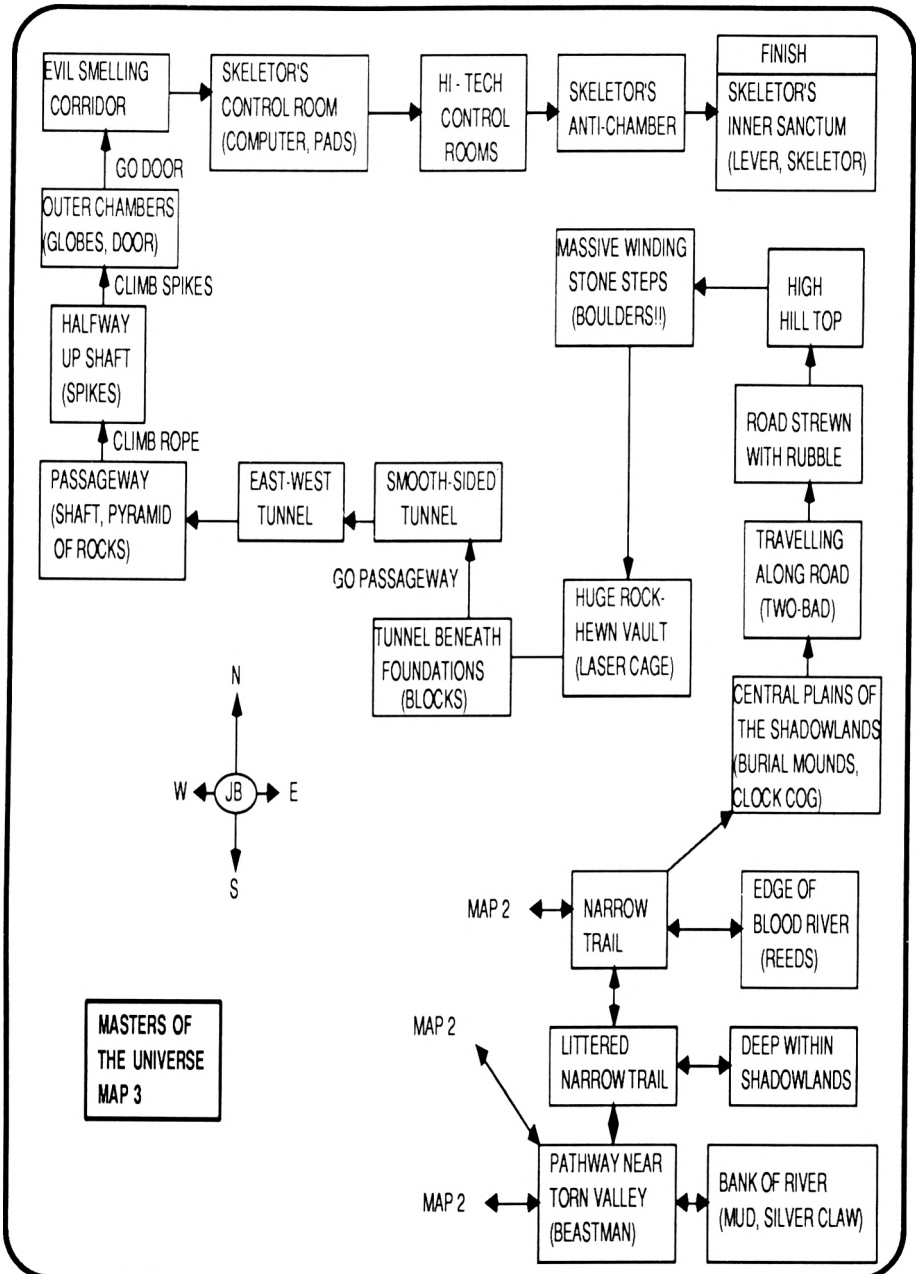
E, E, S, (Evil-Lyn casts a locking spell at your feet!), JUMP, (you avoid it and finish her off with the sword), N, W, N, N, W, S, DROP GLASS, GO MIRROR, TAKE MANACLE, FIT MANACLE TO MIRROR, (the mirror now reduces in size),

TAKE MIRROR, E, EXAMINE BOULDERS, (one very large one blocks the way south), PUSH BOULDER, (your way is now clear), S, EXAMINE STIRRUP, (it is a strong support), S, ENTER CRACK, (it is too narrow!), (there is nothing else you can do here!), N, N, W, W, S, S, EXAMINE CUBOID, (it has a 'low friction' surface - it appears that the way south is to remain blocked as nothing will shift it - this is one of several aspects of this adventure which indicate that the game is somewhat unfinished!), N, E, (the ground now opens up and you fall to a ledge), WAIT, WAIT, WAIT, (the ledge gives way and you fall to a vault), EXAMINE ROCKS, (Rockbinder now appears!), THROW MOLECULATOR AT ROCKBINDER, (only his head appears intact and he pleads with you to spare his life), Y, (he thanks you and tells you "the moon shines, the pyramid preserves, the diamond is pure" - remember the 'order' of shapes till the end), E, E,

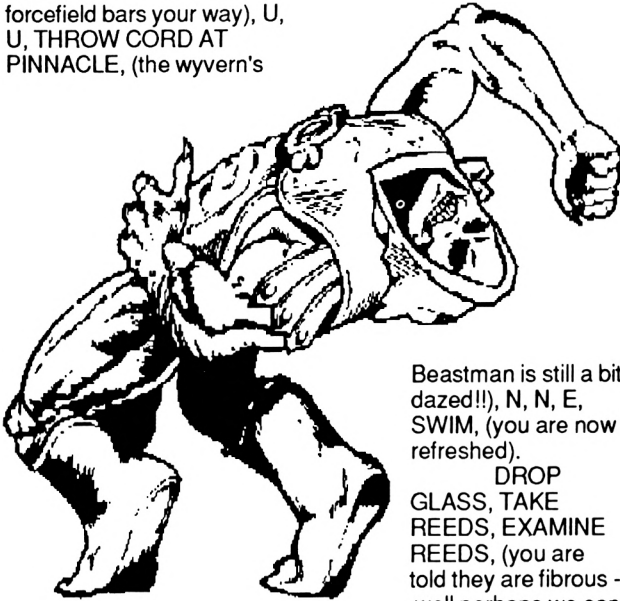


ATTACK SCORPIONS WITH SWORD, E, E, EXAMINE HEADS, (they are covered in moss), DROP SWORD, (you transform to Adam), N, (the Shadoweaver cannot harm you in your human form and disappears), S, TAKE SWORD, (you become He-man again), N, N, E, S, E, EXAMINE FLINTS, (you find a broken Runestone), TAKE RUNESTONE, READ RUNES, (you will need the other half), SE, (you are confronted by Beastman!), DROP HEXAGON, (Beastman is now suspended in time).

N, N, W, EXAMINE HEADS, (the sign of the Speculum again, and some more moss. This is also a 'teleport' destination to and from the Palace, using the mirror), REMOVE MANACLE FROM MIRROR, (the mirror expands!), DROP MANACLE, GO MIRROR, TAKE GLASS, GO MIRROR, TAKE MANACLE, FIT MANACLE TO MIRROR, TAKE MIRROR, TAKE MOSS, (you awaken Mossman), EXAMINE MOSSMAN, TAKE MOSSMAN, (he will now help you at the swamp), S, W, N, (notice how mossman drinks from the swamp, partially drying it up!), W, GO SWAMP, (Mer-Man is about to attack!! - remember the fish sign on the bead, and he's certainly fishy!), DROP BEAD, (it multiplies and causes Mer-Man to slip and fall backwards into the lake!), N, E, S, U, D, EXAMINE LIZARD, (a



forcefield bars your way), U,
U, THROW CORD AT
PINNACLE, (the wyvern's



Beastman is still a bit dazed!!), N, N, E, SWIM, (you are now refreshed).

DROP GLASS, TAKE REEDS, EXAMINE REEDS, (you are told they are fibrous - well perhaps we can

scratches on one of them and it appears to be made of large blocks), EXAMINE BLOCKS, (loose!), PUSH BLOCKS, (a passageway is revealed), GO PASSAGEWAY, W, W, TIE ROPE, (with the claw you make a grappling hook), THROW HOOK, (it sticks in a small crevice, halfway up the shaft), CLIMB ROPE, EXAMINE WALLS, (covered in spikes), CLIMB SPIKES, (Orko messes up a spell and he vanishes!), EXAMINE GLOBES, (death on contact!), POINT MIRROR AT GLOBES, (the mirror absorbs their energy and they disappear), GO DOOR, E, (Skeletor runs behind the doors to the East!), EXAMINE COMPUTER, (you notice four presspads), EXAMINE PADS, (you should now recall the words of Rockbinder and touch THREE pads in the same shape order as the shapes he described to you....enter it all in ONE COMMAND!), TOUCH CIRCLE TRIANGLE DIAMOND, (The East doors fly open), E, E, E, (Skeletor is now cornered!), DROP HEXAGON, (He now freezes, as does his bolt that he fired at you!), PULL LEVER.....

FINAL MESSAGE

"YOU HAVE DISARMED THE MACHINERY THAT HAS BEEN DESTROYING THE LAND, AND IMPRISONED SKELETOR. WELL DONE".

signal is now jammed and leaves the forcefield 'off'), D, D, EXAMINE LIZARD, (you find the other half of your Runestone), TAKE RUNESTONE, JOIN RUNESTONES, READ RUNES, (they read "Light fire on high place to summon Orko"), U, U, (you are now faced by the wyvern), ATTACK WYVERN WITH SWORD, (it falls from the pinnacle taking it's young with it), EXAMINE NEST, LIGHT FIRE, (the shard of glass filters the sunlight and the nest bursts into flame. Orko now appears!), TAKE ORKO, (Orko is now with you), D, W, N, W, S, SE, S, E, SE, S, E, SE, E, EXAMINE MUD, TAKE SILVER-CLAW, EXAMINE CLAW, (there is a 'ruby' embedded in the top), W, TAKE HEXAGON, (it's alright!

make a nice rope, eh?!), PLAIT REEDS, (you now have a strong rope...associating the colour of the reeds with the ruby tells you that the rope and claw are used together), W, NE, EXAMINE MOUNDS, (programming fault or otherwise the cog has no use in this adventure!!), N, (You meet Two-Bad...who has TWO FACES!!), GIVE TURQUOISE TO TWOBAD, (his two heads now argue and you can pass while he's both occupied!), N, U, W, (you are now at some stone steps - if a boulder crashes down - JUMP), JUMP, (Orko casts a spell and a tunnel to the South is revealed), S, EXAMINE CAGE, (it is full of Shadowlanders, but again has nothing to do with the adventure!), W, EXAMINE WALL, (you see long



Adventuring with the Phoenix

Before I start with this month's offering, I would like to mention some aspects that have arisen whilst talking to Adventurers over the Help Line.

a) Game versions

A number of Adventures appear to differ slightly, depending on which version of the game you are playing. In particular, 'Quest for the Holy Grail' by Mastertronic has several differences on Spectrum when compared with the Commodore version. Equally, the B.B.C version of 'Winter Wonderland' by Incentive contains a ladder within the igloo, as opposed to a mallet in the Spectrum and Commodore versions. If anybody has fully completed The Quest for the Holy Grail, or, Winter Wonderland on the version other than Commodore, then please write into H & D and help me to help others.

Mastertronic version of 'Kentilla' on Spectrum. I have personally completed it on C.64 and used the original Microdeal version successfully on Spectrum. The problem seems to centre around two areas. 1) The taking of the silver dagger, and 2) the command to Elva to "SHOOT DARG"

Firstly, the dagger problem is obviously a fault, as it is indeed there to be taken. Secondly, apart from Elva's role in carrying all your objects for you, the only purpose he/she? has in the game is to shoot the Darg Vool with the bow and arrow. I can only come to the conclusion that the Spectrum version on Mastertronic is faulty. Can anybody throw any more light on this problem? (Mastertronic, maybe?!!)

c) I have very little information on Adventures that are specifically for the B.B.C. If any experienced 'Beeber' out

b) Game faults.

Several callers are experiencing problems with the

there would like to offer his/her services by post or telephone then please write in to the Handbook office.

d) Finally, a big thank you to all of you who used the Help Line, and especially to those who offered help with those Adventures for which I had little information. Nice talking to you!!

This month, I am going to guide you through a complete Adventure, using the guidelines given in the last two issues of the Handbook. The Adventure I have selected is '**CLAWS OF DESPAIR**' by Players. Try to adhere to the guidance on map drawing (Issue No. 16) and we'll take a stroll through from start to finish.

SOLUTION (ON SPECTRUM)

You commence the Adventure in the Market Place. Pressing 'I' will tell you that your inventory is currently a bag of platinum nobles and the Star of Thorgrim. You must not lose the Star, but you will have to temporarily part with it during

the game. BUY FOOD and you will automatically move SOUTH to the Main Street. Here you find an old woman being beaten by some guards. Both HELP WOMAN or KILL GUARDS results in you obtaining a flagon of wine. This wine will cure your thirst, later. TAKE WINE then go SOUTH. If you look at the notice you will see that you have to hand over any item of value to the guards. GIVE STAR, you will get it back again, soon! You will now pass the guards, to end up outside the City Gates. Proceed SW and SWIM LAKE to find a golden chalice. TAKE CHALICE and go NE, SE, E, then W to the Desert Rat Inn.

The Innkeeper will demand gold for information. GIVE CHALICE and he will tell you to ask the conjuror for a riddle. Go EAST three times to the Orchard and you will meet Wizdoichus. Say RIDDLE and he will ask you to state the odd one out in the following sequence of numbers: 3, 5, 7, 9, 11, and 13. It is 9, because all the rest are prime numbers, so you input '9'. He will now tell you of a magic word, namely 'SABZ TETI'. Proceed as follows: W-S-SW-W. You are now faced with a desert maze, but it is quite easy with the way back being exactly in reverse to the way forward. So, we go : W-W-S-E-E-S-W-S-E-E-S then finally SOUTH to the edge of a crumbling cliff.

You will find a dagger here, but you can only take it safely, if you have learnt the

magic word. SABZ TETI then TAKE DAGGER. On retracing your steps through the desert you will become hungry and thirsty. Proceed N - N - W - W - EAT FOOD - N - E - N - W - W - DRINK WINE - N - E - E - NE then SE to outside a cave. DIG SAND to uncover a copper key. TAKE COPPER KEY then go SOUTH and KILL DRAGON with your dagger. There is a captured Princess here, who is locked in chains. UNLOCK CHAINS with your copper key and TAKE PRINCESS. Proceed N, NW, N, then NORTH to a dried up river in the desert. DIG SAND here to locate some silver coins. TAKE SILVER COINS. Now go NW, SW, then SOUTH WEST to the front of the fort, where you encounter some more guards. They are easily bribed, so GIVE COINS and they will lead you into the Entrance Hall. The old man, here, is the Princesses father, who returns your Star of Thorgrim in gratitude. So TAKE STAR. Proceed N, NE, NE, S, S, then EAST to a clearing.

The nymph, here, asks you a riddle, and the answer is 'SAY TOMB'. (You may also correctly say GRAVE, GARVE, or just TOMB on its own - they all seem to work!) The nymph will then hand over some Beeswax, so TAKE BEESWAX, then WEAR BEESWAX, to avoid the effects of the Harpies whom you encounter shortly. You should now go WEST three times to the Inn of Shelzama.

Here is a rather unfair, but nevertheless solvable puzzle. You are asked to sing a song, and the way to find the title of the song is to study that particular location description. Look at the text and you will see that there are four letters in capitals, namely I - A - L - S. So you SING IALS, then TAKE BRASS ROD! Proceed E, E, then SOUTH to a deep cleft. If you dare to go SW you will encounter a deadly trap! Instead take the SE route to the waterfall. Don't be tempted to open the chest here as you will find a scroll inside which gives you misleading directions. In fact it advises you to swim in the mountain lake, but if you do you will be killed by the 'watcher'!!. So, SMASH CHEST to find a useful horn. TAKE HORN. Now go NW then SOUTH. You cannot hear the harpies as you are wearing the mask. Another two moves SOUTH brings you to the shores of a mountain lake. Here you should BLOW HORN to summon the ghostly boatman, who will row you across the lake.

When you arrive on the southern shores of the lake you will be faced with some seemingly unopenable doors. STRIKE DOORS with your brass rod and you find yourself in a great hall, beyond the doors. Go EAST to a panelled passageway and SLIDE PANEL to reveal a metallic figurine. TAKE FIGURINE then UNSCREW FIGURINE to find a stone tablet. There is some writing

on the tablet so TAKE TABLET to find that it is inscribed with the word 'THGI'. Now go WEST twice to an alcove, where you will find a jade key protected by a strange beam of light. Say 'THGI' and the beam disappears, allowing you to TAKE JADE KEY. Now return EAST to the Great Hall. Now here is a lever - the normal action of PULL or PUSH LEVER results in incineration!. What you must do is PRESS LEVER and you should hear a faint grinding sound to the South. Proceed SOUTH to another passageway and the sliding stone will block your way back north!. Not to worry, press on and OPEN the door there. Here you will be faced with roaring flames. Let me tell you now, that you only have ONE move to avoid certain death. Input DISBELIEVE ILLUSION as that is all it is!! When the flames disappear TAKE TINDERBOX. (If you go EAST to a narrow passageway your tinderbox will be taken from you, preventing you from lighting the torch that you are about to construct)

Proceed WEST to a dark semi-circular alcove. DROP the STONE TABLET, COPPER KEY, BRASS ROD and HORN, then TAKE POLE and TAKE LIQUID (POLE + LIQUID = TORCH). Now you can LIGHT TORCH then DROP ALL and TAKE first the TORCH and STAR. Go EAST then SOUTH to the temple.

Now here's a very

tricky puzzle indeed! There are five cubes here that must be collected in the correct order. The cubes correspond with certain colours of the rainbow. The order of colours for a rainbow are RED, ORANGE, YELLOW, GREEN, BLUE, INDIGO AND VIOLET. There are numbers on the cubes and if you multiply the cube number by it's position number on the rainbow you will know in which order the cubes must be taken. For example, using RED, the number on it being 4 multiplied by 1 (the first colour on the rainbow) gives you 4. Work out the others and take them in numerical order, smallest number first. So you should TAKE RED CUBE, TAKE VIOLET CUBE, TAKE YELLOW CUBE, TAKE BLUE CUBE and finally TAKE GREEN CUBE. Get it wrong and you have to answer to the Cube Monster!!. Right, now proceed SOUTH to a small room. The plaque tells you that you are about to enter the Maze of Mines. The locations all appear the same in this maze so follow these directions EXACTLY : S, E, E, S, W, W, W, N, N, W, S, S, E. You should now be in a small chamber with an exit so go SOUTH to emerge in a golden meadow. You will notice a girl combing her hair, so CUT HAIR and the girl will run off. TAKE LOCK (of hair) and go WEST to the banks of a small stream. Watch the text as a fish will momentarily appear and murmur 'GSTNDSTR' which you are supposed to translate to read "Go east

and strangle" but, I have to confess I used a Hint Sheet for that particular one!!! You should now go EAST three times to a small forest glade where you will meet a sad knight who is pining for his true love. SHOW LOCK and he will give you an ivory key, so TAKE IVORY KEY. Now proceed EAST to a mine where you see a woman trapped in the marsh. Remember what the fish said and STRANGLE WOMAN. You will now hear of a magic word from her spirit - "GHAS KENI". Go WEST three times to the golden meadow and SOUTH twice to the end of the path. There is a small hut here. Say "GHAS KENI" then OPEN DOOR and you find yourself in a magnificent hall. Input HELP (whilst carrying the Star) and you are told that there may be another exit to this room. Proceed EAST to a dusty room and TAKE POTION (onto your hands) and you will be protected from the effects of the poisonous wand. Now RIP PAINTING and you will find a combination safe. Another tricky one!! If you ENTER COMBINATION you are asked to do so in SINGLE digits. What is the combination? Well the magic word GHAS must be considered. The alphabet positions of G, H, A, and S are 7, 8, 1 and 19 and as the combination must be entered in single digits, the correct combination to input is 7, 8, 1, 1, 9. The safe will now open to reveal an aken wand. TAKE WAND and go WEST then SOUTH to a small room. Here

PHOENIX EMERGENCY LINE

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ONLY TO BE USED SATURDAY AND SUNDAY BETWEEN 6PM-12 MIDNIGHT
Please keep to these times as otherwise we may have to suspend the service.

If you have any problems with an adventure then a call to the Phoenix may put your mind at ease. The Phoenix has covered hundreds of adventures and even if he is unable to help himself he will try to put you in touch with someone who will.

Telephone: **0785 42660** (but remember only between the times shown above)

you finally meet Zaegmar and you must immediately THROW WAND. He will turn into a snake and you should ignore the golden key. Finally, go SOUTH to the Temple of Selvin and receive the staff of Sarfrin to complete the game with 100%!!!.

I know many readers will not have this game in their collection but I chose it for its use of unfamiliar verbs and awkward puzzles. I will naturally be covering many adventures in this way and if you have any specific requests I will try to include them in order of popularity, according to your letters. I will present my map of Claws of Despair in the next issue, meanwhile I am hoping that you will have a go at your own map then compare it with mine, although the one I produced is based on my own

solution so may differ from the author's master in some respects.

Right then before I

finish for this issue, I must tell you, about a problem with the Secret Of St Brides. When you reach the end of Part One, **DO NOT** answer the riddle (sword) or the game will end with you only attaining 50%!! Instead of this type in 'LOOK' and carry on with Part Two, asking Maria about the amulet.

Also I have been informed by a Spectrum player that the command to hire the carriage is **WIRE** carriage, instead of **TELEPHONE CARRIAGE HIRE**, as works for the C64 version.

Right, until next issue, have fun and good adventuring, and remember to address all comments to:

The Phoenix, C/O H & D Services, 1338, Ashton Old Road, Higher Openshaw, Manchester, M11 1JG.

Phoenix Appeals Box

Although having many adventure solutions the Phoenix occasionally gets asked for help on games with which he is not so familiar. We will list these games monthly and the Phoenix will be grateful for any information so that he can help some other lost souls:

Philosophers Stone
Questprobe III; Fantastic Four
Forgotten City
Murder Off Miami (PT 2 & 3)
Curse of Crowley Manor
Altar 4
Castle of the Skull Lord
Dodgy Geezers
Escape from Traam
Secret Sam 1 (BBC)
Secret Sam 2 (BBC)
Labyrinths of La Coshe (BBC)

MATT LUCAS

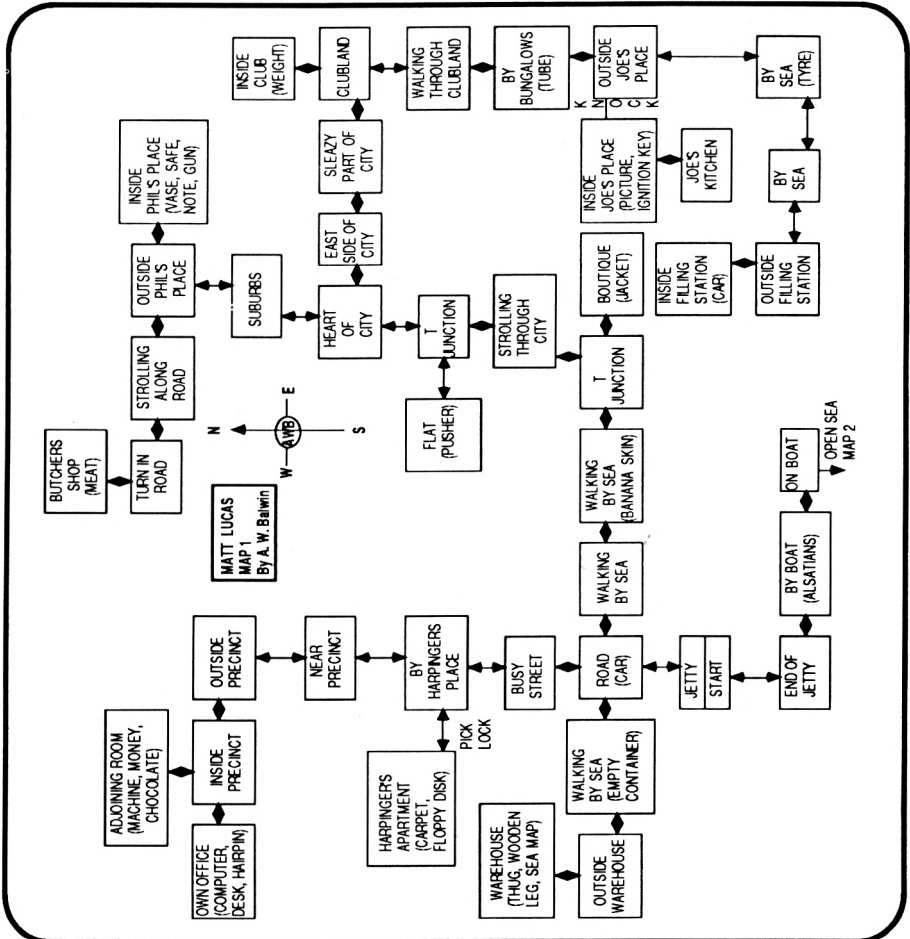
Scenario:

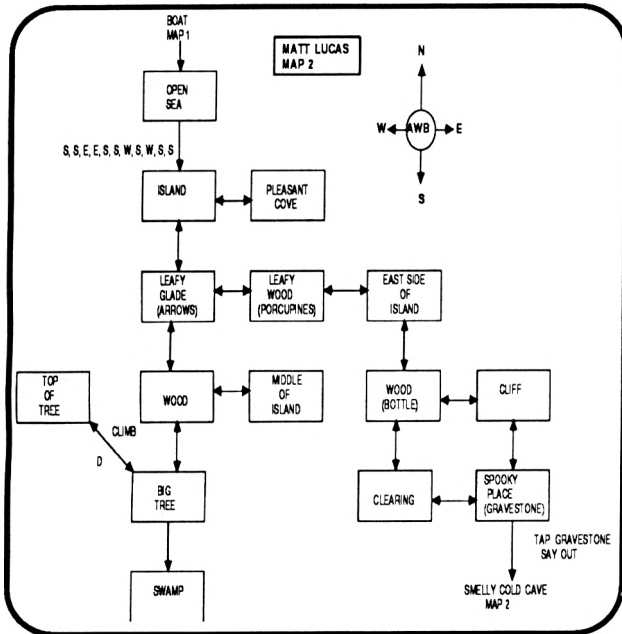
You take on the role of one of Florida's top detectives, Matt Lucas. Your partner has been kidnapped by a ruthless drug gang, and you have to rescue him.

Solution by A. W. Baldwin on a Spectrum

From the start on the jetty, go north to the road and examine your car. You find that it is broken down. Make your way to the precinct where you take a call from the kidnapers. They say that you will never find your friend and tell you to give up. Go north into the adjoining room where you see Phil. He looks up but only grunts and carries on with

his work. There is a faulty vending machine in the corner, and if you give it a kick, it disgorges a bar of chocolate and some money. Take the money and make your way to Phil's place. You see a vase and a safe. Tip the vase and a note falls out. Read the note and you see the figures 685743. You guess that this is the





conversation between two rough characters at a side table. You hear "...the word is out. We must meet at the warehouse..". Take the weight that you see and make your way to the warehouse. A thug points a gun at you so SHOOT THUG. Look and you see that he has a wooden leg. Examine the leg and you find that it seems to be hollow. Break the leg and you find a map. Take the map and return to your boat. Drop the weight and the map and go to the location west of the road where you saw an empty container. Take the container and go back to clubland.

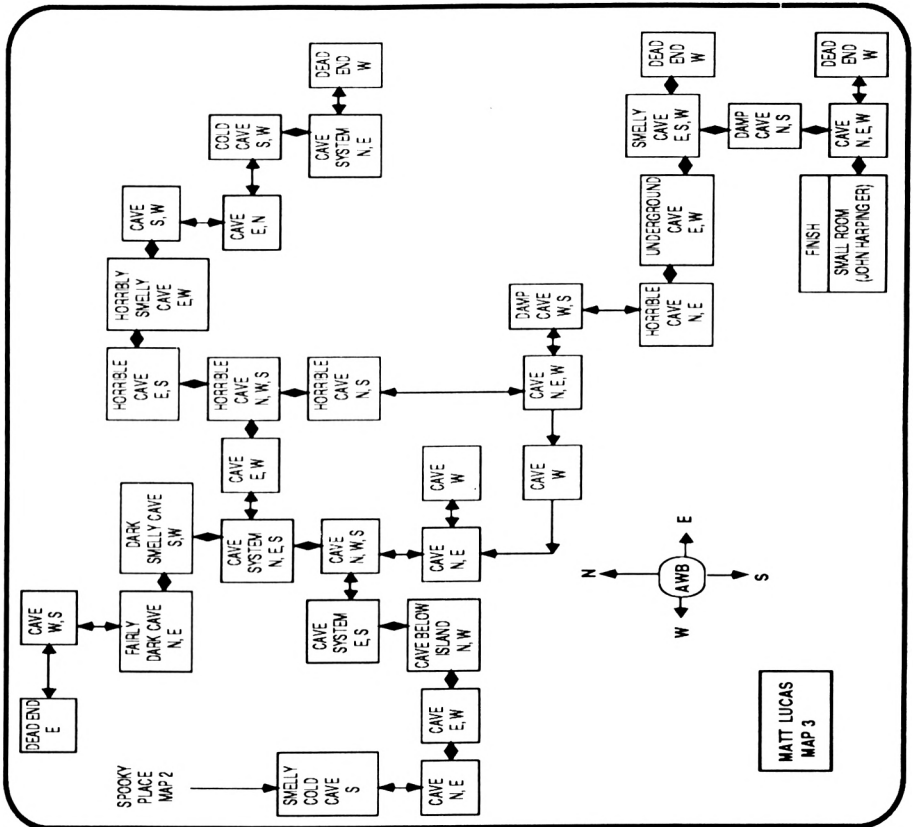
From here go south until you are by the bungalows. Take the tube which you see and continue on to the filling station. Here you see a car with the petrol tank off. Insert the tube into the petrol tank and SUCK TUBE to syphon petrol into the container. Now retrace your steps until you are outside Joe's place. The door is locked but if you knock, Joe will let you in. You see a picture on the wall and if you move it, you find an ignition key stuck to the back. Take the ignition key and return to your boat where you pour the petrol from the container into the tank. Drop the now empty container, and take the weight, the chocolate and the map. Read the map and you see that it is a sea map giving sailing directions. Insert the key into the ignition and the engine starts and you put out to sea. The container held very little fuel, so you must

combination to the safe, so dial the number. The safe opens and you see a gun. Take the gun and make your way to the butchers shop. Buy some meat then make your way to the flat where you see a pusher forcing drugs onto someone. You shout "Freeze" but the pusher continues to run so SHOOT PUSHER.

Return to the precinct and go west into your office. Examine the desk and open the drawer. Take the hairpin which you find and go to Harpinger's apartment, picking the lock with the hairpin to gain entrance. Drop the hairpin and examine the carpet. A bump shows that there is something underneath, so roll back the carpet and you find a floppy disk. Take the disk and return

to your office. INSERT DISK into the computer and you see that John had programmed a map. Go to the adjoining room, take the bar of chocolate, and make your way to your boat. The hungry alsatians grab the meat you are carrying, and you pass by them safely. By now you are feeling exhausted so REST for a while.

When you have rested, drop the chocolate and follow the directions marked on John's map which bring you to clubland. Here you are told that exits are west and south, but John's map indicates north. Go north and you find yourself inside a club. ORDER DRINK at the bar and you tell the barman to put it on the slate as you have no money left. You overhear a



follow exactly the directions shown on the map. They bring you to an island, just as the last drop of fuel is used up. Go east to the pleasant cove where you rest for a while.

After you have rested go west and south to the leafy glade. Here, arrows suddenly come hurtling out of nowhere towards your head. DUCK and the arrows miss you by inches. Go south until you come to a big tree. Climb up the tree to spy out the land and you see that to the south is a dangerous swamp. It is

death to go that way, so climb down and return north to the leafy glade. Go east and you find the path blocked by sleeping porcupines. SHOUT and the porcupines wake up and run away. Continue east then south to a wood where you see a bottle. It makes you feel thirsty, but ignore it, it contains arsenic. Continue south then east to a spooky place, where you see a gravestone. Tap on the gravestone and a voice asks you for the password. You remember the conversation

you overheard in the club "...the word is out..", so SAY OUT and the ground on which you are standing lowers to a smelly cold cave. You now feel very hungry so EAT CHOCOLATE. You still feel hungry, but the chocolate will keep you going just long enough to get through the caves, providing you find the right route.

Go S, E, E, N, E, N, E, E, S, S, E, S, E, S, E, S, S, W, and this brings you to a small room, where you see John Harpinger imprisoned in

a cage. The cage appears to work on a pulley system and it seems that something heavy is needed to lift it up. DROP WEIGHT and the cage rises and John staggers out. He is overjoyed to see you and says "I thought you would never get here". You reply "Hey, forget it BUD, I needed someone to fix my car". You both start laughing and you lead the way back out of the caves.

Your score is 160 out of 160.

Scoring

- Shooting pusher 10
- Inserting disk into computer 10
- Resting when exhausted 10
- Ordering drink in club 10
- Shooting thug 20
- Sucking tube to syphon petrol 20
- Resting at pleasant cove 10
- Ducking arrows 10
- Shouting at porcupines 10
- Saying password at gravestone 20

Eating chocolate in cave 10
 Dropping weight to lift cage 20
 Total 160

STEP BY STEP SOLUTION

N, EXAM CAR, N, N, N, N, W, N, KICK MACHINE, LOOK, TAKE MONEY, S, E, S, S, S, S, E, E, E, N, N, N, N, N, E, TIP VASE, LOOK, TAKE NOTE, READ NOTE, DROP NOTE, DIAL 685743, LOOK, TAKE GUN, W, W, W, N, BUY MEAT, S, E, E, S, S, S, W, SHOOT PUSHER, E, S, S, W, W, W, N, N, N, N, W, W, EXAM DESK, OPEN DRAWER, LOOK, TAKE HAIRPIN, E, E, S, S, PICK LOCK, DROP HAIRPIN, EXAM CARPET, ROLL CARPET, TAKE DISK, E, N, N, W, W, INSERT DISK, E, N, TAKE CHOCOLATE, S, E, S, S, S, S, S, E, E, REST, DROP CHOCOLATE, W, W, N, N, E, E, E, N, N, E, E, E, N, ORDER DRINK, TAKE

WEIGHT, S, W, W, W, S, S, S, W, W, W, W, W, N, SHOOT THUG, LOOK, EXAM LEG, BREAK LEG, LOOK, TAKE MAP, S, E, E, S, S, E, E, DROP MAP, DROP WEIGHT, W, W, N, N, W, TAKE CONTAINER, E, E, E, E, N, N, N, E, E, E, S, S, TAKE TUBE, EXAM TUBE, S, S, W, W, N, INSERT TUBE, SUCK TUBE, S, E, E, N, KNOCK, EXAM PICTURE, MOVE PICTURE, LOOK, TAKE KEY, E, N, N, N, W, W, W, S, S, S, W, W, W, S, S, E, E, DROP CONTAINER, TAKE MAP, TAKE WEIGHT, TAKE CHOCOLATE, READ MAP, INSERT KEY, S, S, E, E, S, S, W, S, W, S, S, E, W, S, DUCK, S, S, CLIMB TREE, D, N, N, E, SHOUT, E, S, S, E, TAP GRAVESTONE, SAY OUT, EAT CHOCOLATE, S, E, E, N, E, N, E, E, S, S, E, S, E, S, W, DROP WEIGHT.
 Finish.....

Mindstone

We published the map to this popular icon adventure back in issue 16. We now have a complete solution courtesy of E Yoong, played on a Spectrum.

Scenario:

You are Prince Kyle who accompanied by your loyal warriors must wander the Shadowlands in search for the Legendary Mindstone.

Solution:

You start in the bar in Elantor. Get MEREL (the second character with the

flexing biceps), whose strength points are 52, to DRINK. This will bring him up to 72. Leave the bar by going SOUTH into the street in Elantor. Then go EAST to ELANTOR and get PRINCE KYLE, (the first character), to PICK UP the SPADE. Go WEST & WEST into the village Mystic's Store. There is a ZAP SPELL for sale here; ignore it. GO EAST & EAST & NORTH into the Store in Elantor where there is a whole lot of items for sale. Get PRINCE KYLE to BUY the Thieves Toolkit for 31G (gold pieces), Next get MEREL to BUY the food for 10G. There

is now 179G left.
 Go SOUTH, WEST, SOUTH, EAST & SOUTH to the Dark Mountains. Get TAINA to TAKE the OPEN SPELL here. Next go NORTH & EAST and get TAINA to CAST the OPEN SPELL to get rid of the boulder blocking your way east. This will reduce her PSYCHE from 62 to 42. Never let her Psyche get too low or else she would not be able to CAST any SPELL. Then get her to DROP the OPEN SPELL; no longer needed. Go EAST into the Cave. Ignore the snake here. Get TAINA to PICK UP the PSYCHE RING here.

Go WEST, SOUTH & EAST to the Foothills. There is a drum here but don't bother with it. Go EAST & NORTH to the Dark Plain and get PRINCE KYLE to BUY the ROYAL ORB costing 38G from the Pixie. Give him 35G for it. You can usually BUY an item at a lower price than the asking price.

Go EAST & NORTH to the Marsh where there is a leopard guarding. Get MEREL to ATTACK the leopard. His strength will go down to 41. Go NORTH & WEST to another Marsh and get PRINCE KYLE to PICK UP the LIGHT SPELL here. Go EAST & EAST where there is a Voyager here selling a Silver Arrow which is not needed. (The arrow is used to kill the ghoul).

Go WEST, SOUTH, SOUTH, EAST, & NORTH to the Forest Glade where there is an elf with the Tiger Amulet to TRADE. Get PRINCE KYLE to TRADE the Royal Orb for the Amulet.

Go SOUTH, WEST, WEST & SOUTH, to the Edge of the Swamp. get MEREL to ATTACK the Crocodile blocking your way. This will cost him 35 strength points and he will have only 6 left. So don't get him into a fight again until his strength is replenished, later on.

Go WEST to the Swamp and get TAINA to PICK UP the Lead here. Go SOUTH to the Riverside and get TAINA to TAKE the FIREBALL SPELL. Go NORTH, EAST, NORTH, EAST, EAST, NORTH, EAST,

EAST & EAST to the entrance to the Icelands. Get TAINA to CAST the FIREBALL SPELL to melt the wall of ice blocking your path. This will reduce her PSYCHE down to 22. Get her to MEDITATE using the PSYCHE RING. This will replenish her PSYCHE to 42. Get her to DROP the FIREBALL SPELL. Go EAST & NORTH to the Ice Hall and get TAINA to PICK UP the clock here.



Go EAST, EAST & NORTH to the Ice Mountains with the lone Wolf. Get QUIN to ATTACK the wolf at a cost of 10 strength points: his strength is now 23. Get QUIN to PICK UP the Magic Ring that the wolf has dropped. You use the Magic Ring to TRADE for the HOLY CHALICE from the blue dwarf later.

Go SOUTH, WEST, WEST, SOUTH, WEST, WEST, WEST, WEST, SOUTH, WEST, WEST, WEST, WEST, to the Orcs Kingdom. Get PRINCE KYLE to ATTACK the Orc Guard at a cost of 34 strength points. PRINCE KYLE'S strength is

now 6, so he's another one you can't get into any more fights for now.

Go SOUTH, WEST, NORTH, WEST & SOUTH to the Orc Plain. Get TAINA to PICK UP the Psyche Ring here. Go NORTH & NORTH to the Orc Castle and get TAINA to TAKE the ALCHEMY SPELL here. Get her to CAST the ALCHEMY SPELL to replenish the gold supply to about 165G. Her PSYCHE is now 22. Get her to MEDITATE using the PSYCHE RING. This will bring her PSYCHE up to 42. Hold on to the ALCHEMY SPELL as it is needed later.

Go SOUTH, EAST, SOUTH, EAST, NORTH, & EAST to the Cavehouse where there is a Caver who will show you into the tunnel for 59G. Get PRINCE KYLE to BUY the tunnel passage into the street in Kranos for 55G. DO NOT go NORTH again or else you'll have to pay another 55G to the Caver to get back into the Street here.

Go WEST to the SHADOWLANDS Fort and get MEREL to TAKE up the DESTROY SPELL here.

Go EAST & EAST to the bar in Kranos. Get PRINCE KYLE to keep drinking until his strength reaches the maximum 200. Do the same with them all, until they are all at 200. SAVE game now. You don't want to go through all that drinking again, do you?

Go WEST, SOUTH & WEST to the Sorcerer's Castle. Get PRINCE KYLE to

TRADE the Tiger Amulet for the Talisman needed to open Doomsgate.

Go EAST to Kranos and get PRINCE KYLE to USE the Thieves Toolkit to open the locked door south. Get PRINCE KYLE to DROP the Thieves Toolkit as it is no longer needed.

Go SOUTH to the Cottage & get TAINA to PICK UP the Bible here.

Go EAST, EAST, EAST & EAST to the Gold Mountains and get PRINCE KYLE to PICK UP the food here. Go NORTH and get PRINCE KYLE to ATTACK the warrior guarding the entrance. This will reduce PRINCE KYLE's strength to 173. Go NORTH to the Old Dwarves Mine and get PRINCE KYLE to DIG (he needs to be carrying the Spade!) for gold. This will replenish the gold to 140. Get PRINCE KYLE to DROP the spade.

Go SOUTH & WEST to the Gold Mountains and get QUIN to TAKE up the RESTORE SPELL here.

Go SOUTH, WEST & SOUTH to Doomsgate which is locked. Get PRINCE KYLE to USE the Talisman to open the gate to the south.

Go SOUTH to Nemesars Kingdom where there is a Giant Sandworm, get QUIN to ATTACK the Sandworm. This will reduce his strength points to 130. Get him to PICK UP the Book of Spells that the Sandworm has dropped.

Go SOUTH & WEST to Mindhenge and get TAINA

to USE the Bible to destroy the Devil Worshipper. Get TAINA to DROP the Bible.

Go EAST, EAST, EAST & EAST to the River where there is a fisherman trying to sell you a useless Red Herring for 35 G.; ignore him.

Go NORTH where there is a Goblin who will sell you the entrance into the city for 41 G. Get PRINCE KYLE to BUY it for 38 G. Go EAST, SOUTH & EAST to the Minotaur's Passage and get PRINCE KYLE to ATTACK the Minotaur. This will reduce his strength points to 147. Go EAST to the Fountain of Youth and get PRINCE KYLE to DRINK. This will bring his strength to 167.

Go WEST, WEST, NORTH, WEST, NORTH & EAST to the wood. Get TAINA to TRADE the clock for the torch from the Woodelf here. Go WEST & NORTH to the tunnel & get TAINA to USE the torch here. You can use the LIGHT SPELL instead of the torch but it will cost you some psyche power.

Go NORTH, EAST & NORTH to the Riverside (a different Riverside) and get TAINA to PICK UP the lead here. Get her to CAST the ALCHEMY SPELL. This will replenish the gold to about 122. Get her to DROP the ALCHEMY SPELL as there is no more lead left so it is no longer needed.

Go NORTH & NORTH to the path ignoring the Mind Vampire here. Go EAST to the field & get PRINCE KYLE to ATTACK

the Ghoul here. This will bring his strength down to 147. Get him to EAT the food and this will bring his strength up to 167.

Go EAST, EAST & EAST and get QUIN to TRADE the Magic Ring for the Holy Chalice from the dwarf.

Go SOUTH & WEST to the Dwarf Cabin where there is an Old Dwarf who has a Strength Potion to sell for 42G. Get QUIN to BUY this Strength Potion FOR 40G. Then get QUIN to USE the potion. This will bring his strength points to 160.

Go NORTH, WEST, SOUTH, SOUTH & WEST to the Bar in Carakot. There is a Deserter here trying to sell you the Back Door Pass for 67G; ignore him. Get PRINCE KYLE to DRINK and this will bring his strength to 187.

Go EAST & EAST to Carakot Road and get QUIN to TRADE the Book of Spell for the Gold from the Wizard. This will bring the gold pieces to 102.

Go WEST, SOUTH, SOUTH & EAST to the Desert and get TAINA to PICK UP the Psyche Ring and MEDITATE. This will bring her psyche up to 42.

Go EAST to the Front Door of Nemesar's Palace and get PRINCE KYLE to ATTACK the Shadowlands Guard blocking the way east. This will bring his strength down to 137. Get MEREL to DROP the Food here. Then get PRINCE KYLE to PICK UP the Food and EAT it. This will increase his strength to

157.

Go EAST & NORTH to the Fire Dragon's Cage and get TAINA to ATTACK the Fire Monster. This will reduce her strength to 130. Go NORTH to the Mantagon's Passage and get TAINA to ATTACK the Mantagon. This

will bring her strength down to 67.

Go NORTH and get QUIN to USE the Holy Chalice to kill the Mephistopheles.

Go NORTH to the Throne Room where Nemesar is guarding the Mindstone. Get MEREL to ATTACK

Nemesar and the game ends.

FINAL MESSAGE:-

Well done. You have successfully guided Kyle's Team to the Mindstone. Nemesar has been killed and the land is free from the clutches of the evil, violent warlord.

Murder Off

Miami

Scenario:

Wealthy British fanancier Bolitho Blane, has apparently committed suicide on the yacht of his rival, Carlton Rocksavage. Was it suicide, or murder? You take on the role of Kettering, one of the best, in the Miami Police Department in his quest to solve the mystery.

Part 1 solution courtesy of A

Edney.

EXAMINE DESK, GET MAGNIFYING GLASS, STAND UP, SMOKE, EXAMINE HAT STAND, (you see your coat), READ MEMO, READ RADIOGRAM, GET COAT, WEAR COAT, OUT, (you're on a police launch heading for the Golden Gull), TALK TO GURDON, ASK ABOUT THE MURDER, WAIT (seven times), GET KEYS, TALK TO CAPTAIN, ASK ABOUT WHAT HAPPENED, TALK TO ROCKSAVAGE,

ASK ABOUT WHAT HAD HAPPENED, READ NOTE, READ LETTER, (Neame tells you to go down to Blanes cabin), OUT, WEST, DOWN, DOWN, WEST, SOUTH, UNLOCK DOOR, OPEN DOOR, IN, WAIT, OUT, CLOSE DOOR, (Neame tells Gurdon to stand guard, and for you to go back to the captains cabin), NORTH, EAST, UP, UP, EAST, IN, LOOK, (Neame takes the note and letter and goes back to Headquarters), (you are led to your room), SLEEP. End .

Potted Hints

J Barnsley supplies some hints to help on a number of adventures:

The Lost City

Move the columns twice to find a shovel and a crystal. In the temple LOOK TABLE to find a flute, then MOVE TABLE to find a key. When you PUSH IDOL choose number four.

Castle of Mydor

Light the wood in the cottage fireplace to discover the magic word needed to open the castle door. Find a spanner on the shelf there. Move the rock, in front of the

castle, to find a key.

Oasis of Shalimar

Climb the tree at the oasis and look at the dates to find a key. Move the pile of rocks on the old, dusty road to find an axe and a crowbar. Move the boulder, in the minaret, to find a shovel.

Mystery Island

Move the rocks by the cliff to reveal some planks. On the ship, break the door on the deck to gain access to the captain's cabin. LOOK TABLE twice to find a dish and a key. GO BED and MOVE MATTRESS to find an emerald. CUT MATTRESS

(with cutlass) to find some important paper.

Kwah!

At the start, become Kevin and show your press pass to the hidden camera.

The Red Lift can only be used when you have inserted the security card.

As Redhawk, hit the security guard, then examine him for the card.

The password for the security zone is REDDUCK

Qor

Get phaser, search meditation room. Say yes to "feel around" and get recorder.

At the bridge, find and record Zaucu, then walk

around until you land. Get expender and torch.

Search the kitchen that has an oven, to find a knife. Leave the dagger.

At the top of the stairs, get the girls and drop them in the cell. Go OUT and LOCK BOLT.

Twice Shy

Look at the mantlepiece in the house to

find some keys and money.

When all appears quiet, go back home to your sitting room and wait for the phone to ring.

To get more money look at the bed in the spare room, then visit the bank.

To get even more money visit Newmarket and type "RACE" when you are outside the stadium.

To escape the

caravan site keep going East.

To escape the interchange keep going North.

Information usually costs more than just one drink!

To find the rifle range read all the road signs.

To avoid M25/M11 maze, when approaching from Welwyn go North, from Newmarket go East.

Train at the rifle range before using the gun.

Ron Rainbird's Help Lines

Ron Rainbird who adventures on an 800XL Atari continues his series of one line aids, and this issue he offers guidance on Enchanter, Feasibility Experiment and Golden Voyage.

Last month there was an error in Ron Rainbirds Help Line section. The clues headed Enchanter were in fact those for the game Ghost Town, sorry about this, and we re-print the Enchanter help below.

ENCHANTER

1. Bread, jug and lantern may be found in shack.
2. Visit the village for a spell.
3. Talk to the frogs for another spell.
4. Go underground for a Stained scroll.
5. Be guided by your dreams.
6. Talk to the Turtle and lead him to the Hammer room.
7. Talk the Turtle into retrieving Scroll - but don't attempt to cross the room yourself.

8. After dreaming of Portraits, investigate the gallery and examine the lighted portrait.

9. Drop everything in a safe place, then offer yourself as a sacrifice if you want to get the ceremonial dagger - but OZMOO yourself first.

10. Keep visiting the Hall of Mirrors until the Adventurer appears. Then enlist his help (with the aid of ZIFMIA and VAXUM) to open Guarded Door.

11. Follow rat tracks and investigate where they land.

12. Use pencil and eraser to re-trap Terror in different part of the catacombs, by altering lines on map. Then get important scroll.

13. To overcome Stair problem, cast KULCAD.

14. Memorize GONDAR AND CLEESH to leave you face to face with Krill for the final duel.

FEASIBILITY EXPERIMENT

1. Rocks and crevices can yield useful objects.
2. Examine tree.
3. Down for a Sword, then North for a Treasure.
4. The lamp needs a strip for

a wick, a flint and some oil.

5. To melt the ice, carry the Brazier - but protect your hands first.

6. Kill the Gladiator, then dig.

7. Not found the Underground Temple ? Dig for it.

8. In Mine Cage : Press button 2 to find shovel. Press button 5 to get Spear - but take the black key with you. Press button 4 to get Diamond, after getting rid of the Guard.

9. The Storeroom should help lighten the way, and so will the Kitchen.

10. Ice Vault is Treasure Store.

11. Treasures are : Ixion, Spear, Scimitar, Chalice, Statuette, Diamond, Amulet, Box of Emeralds, Dagger.

12. Pray at the proper place.

13. After a contest in the Arena, always turn and face your Emperor.

14. To win a Chalice, kill a Dragon.

15. To find Dragon's lair, use a rope as a means of descent.

16. The skeleton is worth investigating.

17. The Gladiator's Room will provide defensive weaponry.

GOLDEN VOYAGE

1. Always wear sandals when walking ashore.
2. Sailing procedure : Weigh anchor, set course, climb mast with telescope, look telescope, and if land sighted, down and drop anchor. If no land sighted, up and look telescope.
3. Always make sure anchor has been dropped before leaving ship otherwise it will not be there when you return.

Prehistoric Adventure

Some cryptic help on this puzzling adventure, supplied by J.R. Barnsley.

1. FINDING THE MAP.

Remember the old man's words. You will be amazed when you twig, for the answer is quite plain, but you will need some divine help to detect it. From the spring go W, W, N, NW, W, NE. Get forked stick from coppice then follow stick.

2. CANNOT GET BURGER.

The waiter will not serve people who are improperly dressed and penniless. A little trading is needed to acquire some credit. A makeshift tie will do. Sell the tie to the trader. Use the credit card and wear the cloth that the map was in.

3. TRADER'S STALL

He is crafty, bear in mind your future needs. Only sell items you've finished with and one you assume you shouldn't. Sell the tie and the forked stick.

4. First voyage, sail West : Second voyage East and South : Third voyage North, East, East : Fourth voyage West, West, South : Fifth voyage North and West : Sixth voyage East and South : Final voyage North.
5. Search hut.
6. Up the mountain for a weapon, down again for a shovel.
7. Lure animated statue up stairs, then push. Examine result. Usual action at Altar.
8. Dig for Key, get Mask from

4. CANNOT FIND THE TIE

Other people need a little help sometimes as well. A good deed for the day could bring rewards. Dig the old lady's garden for her.

5. CANNOT SAIL THE YACHT.

Think about basic navigational procedures. The boat is anchored and it needs to be properly rigged. Missing equipment can be acquired. Buy sails from the trader with cash from the sale of the stick. Hoist sails and weigh anchor to set sail.

6. GET LOST AT SEA.

Keep repeating 'FOLLOW MAP' after weighing anchor.

7. DIE AT SEA FROM NATURAL CAUSES

Take the bottle filled from the spring and also the Burger.

8. DIE AT SEA SOON AFTER BEING SHIPWRECKED.

First LOOK then SWIM in the direction of the birds, but make corrections for the current.

9. FINDING THE ISLAND AFTER SOLVING ABOVE

Chest.

9. Dig often in Jungle.
10. Drop first tablet in Jungle Cave Fountain.
11. To open a crevice say "SUN", then drop 2nd tablet in crevice fountain and look.
12. Descend by rope tied to stalagmite.
13. Wear Mask when entering pit.
14. Globe will blind Cyclops but not kill it. Beware that he doesn't fall on you.
15. Elixir of Life is beyond Cyclops cave.

PROBLEMS.

Ride on the turtle and continue to follow the map.
10. TRAPPED ON THE ISLET

Make a canoe by chopping up a tree in the woods. Paddle canoe to island (without boulder)

11. CANNOT PASS THE ALLOSAURUS.

You need to be the size of a Mussaurus to pass.

12. CANNOT GET SILVER, GOLD OR IRON

Give Dippy to Ug and he makes you a container. It also holds water.

13. DIPPY SEEMS CUTE BUT ALSO USELESS

Kill Dippy with axe and feed to Stone Age man.

14. CANNOT FIND USE FOR EGGS

Food for another journey across the sea.

15. USE OF VINE.

Tie vine to tree to descend fissure. Lasso the tree and untie from base of tree to swing across.

16. UG - The Stone Age man

Feed Dippy to him.

17. THE WITCH DOCTOR.

The most complicated part of the adventure. Give him an ore.
18. MORE USEFUL - SILVER, GOLD OR IRON

Give the Witch Doctor the bag of iron
19. CANNOT FIND A USE FOR THE RIB

Throw it in the vicinity of the fissure.
20. I AM A MUSSAURUS

From the dense jungle, cross rib and get potion W of Allosaurus

21. THE BOW.
Make arrow from bamboo (in thicket) and the feather.

22. CANNOT RETURN ACROSS THE SEA TO OLD MAN

Use the canoe, taking the egg, paddle and leather bag full of spring water. Follow map.

23. DEINONYCHUS LAIR
RUN E, SE then E

24. STEGOSAURUS IGNORES YOU

Feed it with PEANUTS to get rid of it. Or wait to see if it is a help or hindrance.

25. TRICERATOPS
Wave red leaf at him and run through the volcanic

passages.
26. ANIMAL PIT

Humans can jump across.

27. THE THICKET
Strike the flint against the stone sculpture and the resulting fire burns the thicket

28 TRAPPED IN ICEBOWL
Say 'KREWSADA'

29. VOLCANIC PASSAGES - LIGHTING
Give the Witch Doctor the mixer in exchange for the iron powder for Ursy.

30. VOLCANIC PASSAGES - FINDING YOUR WAY
From base/ crack of volcano

RUN S, E, NE, SE, U, E, N, SE, S, N, NE, E, NE, U, N.

31. VOLCANIC PASSAGES - RETURN TRIP
From the gas leak go

E, N, SE, S, N, NE, E, NE, U, N
32. THE TIGER'S LAIR
Red herring, don't

bother with it or go near it's lair.

33. BRACHIOSAURUS AT THE GAS LEAK

Wave red leaf at the Triceratops and run through volcanic passages to the gas leak, then JUMP ASIDE

34. CLIFF TOP COLLAPSES
Throw fruit at Stegosaurs from Purple

Heath to overhanging cliff.
35. THE SKULL

Powerful magic, show it to the witch doctor. You must return it however!

36. T. REX PREVENTS FURTHER PROGRESS

It will eat any meat, but feed it the horse.

37. BURIAL CHAMBER
Leave the witch doctor's corpse in it and note what occurs. Replace skull.
38. ECHIPPUS

Make arrow from the can and feather. Fire it with the bow from the fissure!

39. CROSSING THE SWAMP

Throw fruit to Steggy from Purple Heath to overhanging cliff.

40. BEYOND THE SWAMP
Climb up on to the Dipladorus

41. THE AMARANTH TREE
Take fruit, climb up tree and jump across the fault

42. THE MAMMOTHS
Dislike hunters.

What's that they are doing? Don't carry tusk! The origin of Stonehenge? A magic word would help us now. Will follow you if you carry the fruit. This is an advantage later in the game.

Seastalker

Solution:

To those of us who are familiar with 'Seastalker', you will know that there is a saboteur about, but who? Or what? That is the question?

The action starts with you seated at your workbench in the research laboratory. The somewhat

tranquil atmosphere is broken by the sound of the Videophone alarm bell. Tip Randall, no, he's not the butler, he just so happens to be a close buddy of yours, always flies off at a tangent when this happens, so its vital to calm him quickly by answering the call. Turn on the Videophone. You get the picture up on the 'telly' but its

fuzzy and fading. To correct this simply adjust the Videophone.

The caller is a Commander Zoe Bly and, in a hurried tone, a message of urgent problems at the undersea aquadome splurts out. Now pick up the microphone and turn it on; then ask about the problems and question her about the

monster she reported. Bly seems to get more and more desperate at this stage and talking is no longer required so sign her off. Then, of all the times it could have picked, the Videophone goes on the blink and your score drops 3 points! Help is on hand though, as like Man. City, we need all the points we can get. After first turning the microphone off, drop it onto the workbench. Well that didn't work, so it's off to the Computester. When you get there, turn it on.

You can talk to the Computester so ask it what's up with the Videophone. The machine must be in a bad mood today because it reports that the problem could be one of many. You've got a hunch though, that the problem is connected to the electrical panel and as it's only just down the hallway from here go to panel and examine it. The circuit breaker is open. By fixing the breaker we will regain our lost points. The questions remain though as to who or what opened the breaker? Are the Videophone and Aquadome problems caused by one and the same? Sharon Kemp my able assistant has some explaining to do. Go to the office and bounce your thoughts off her. She seems nervous and evasive. However time is running on and the Aquadome problem will not heal itself. Leave Sharon and make for the 'Sub'. Cripes!! The sub won't start-up without the Atomic Catalyst Capsule, so examine the workbench. The

Capsule is there, so grab it and run for the Scimitar (that's your sub by the way).

Settle yourself into the pilots chair, (Tip, your ever faithful companion, is with you) Then go about checking the craft for any problems. There is a test button, which will give a positive readout, but there is an air of uncertainty about you. The sub has a crawl space and my word, crawl is the word! First you will need to open the access panel! it is fastened down and something is needed to release it. Has Tip got something we could use? He comes up trumps, and hands over a tool. Now open the panel and very carefully crawl into the space. A check on the voltage regulator (made payable to H&D I hope) reveals that it is damaged. Fix the regulator with the tool. That's it, then, full speed to the Aquadome. Not now you foolish person, first get out of the crawl space, then fasten down the access panel and close the hatch. Place the Capsule into the reactor, close off the reactor and turn it on. This is the exciting bit. Fill the tank with sea water, no not the fish tank, the docking tank. When this is full, turn the engine on, open the tank gate and then open the throttle. A push then on the joystick to the East and you're away.

Zooming around on the surface is not a very good idea, its best that you go down to about 5 metres and throttle down to slow. Don't forget to check on the Sonar to see if there are any

obstacles in your way. The direction and sequence of your moves becomes important now or else destruction awaits you. If you don't mind following a few instructions then this is one way to reach the sea-wall opening. Northeast and then three Norths, then Northeast again and Wait. The alarm bells might start or may have already started to ring. Pay no attention to them as you will negotiate the submerged obstacle with ease. An approaching ship is then picked up by good old Sonar (he must be strong, I'm glad he's on my side), the waiting must cease here, you must descend to 15 metres. Once this has been achieved, wait and the ship will pass above. You should now slowly penetrate the sea-wall and move into the Ocean.

If I were you I would save the game around this point because that crossing is dangerous and I wouldn't fancy doing that again.

Time now to make a brew so set the autopilot to on and the Sub will head straight for the troubled Aquadome and because we have fixed the regulator we can go full throttle without the fear of over-heating. As you continue to dive deeper and deeper Wait. To check out the large whale aim your searchlight towards starboard. Now to relieve a little boredom on this long trip have a word with Tip about the magazine he's been reading. There is one article in particular that you should read, a certain Dr. Jerome

Thorpe (an Aquadome member of staff) has succeeded in creating mutant sea creatures and a little further on in the article he also reveals that he is to marry Sharon Kemp your very own lab. assistant. Putting your thoughts together you arrive at the conclusion that the sooner you get to the Aquadome the better.

Wait a while longer and as you near the Aquadome the Sonarphone will ring. It will be Bly and she will request a private meeting when you arrive. Simply wait for a few more goes and the Sub will slow and eventually stop. Open the throttle and slide into the cradle. Now wait while the water in the tank empties and save the game here and prepare for Part II.

Before departing the sub, remember that there is a saboteur at large and anything could happen. It may be an idea to take the emergency Oxygen gear with you as a precaution. Leave the sub and go straight to the reception area Bly and the rest of the crew will be there. Acknowledge them and take a look around if you have time. Your explorations are cut short when the air appears a little thin you must act quickly now as time is short. Put on the Oxygen gear you brought from the sub and head for the Dome centre. By this time Bly and her crew are gasping for breath. Now, using the tool Tip gave you open the door to the air supply assembly and you will quickly grasp that something has been tampered

with! Pick up the object that is there, Oh! it's an Electrolyte relay. Put the relay into the cylinder and close the access door. The air supply is functioning properly now, so get back to the reception area as fast as you can.

On your return you notice that Doc Horvak has got Commander Bly's Oxygen gear, strange eh? Bly then asks you to her office and you follow her. She reveals some information and produces certain evidence of sabotage. The evidence is inside a black box which you open and then examine. The device could be used to corrupt the Sonar equipment and the ever faithful Tip has a plan that will trap the saboteur. Take Tip off to the storage room to discuss his plan. Before you reach the storage area however you notice a Fram bolt wrench under Bly's desk. It must be the one that was used to damage the air supply. Show it to Doc Horvak. The reaction he makes proves interesting!

Now then Sherlock, get your thinking cap on. Serious thinking is required. Have a chat with a few crew members and get their opinions of the other members. Have a look in the locker in the dorm and also set the black box on the Sonar and see if it causes any undue behavior.

A Bazooka will be offered to you by Bly to aid you in the hunt for the monster. Take it, and get Tip to install it onto the extensor claw of your sub. Now find

good old Horvak and challenge him with the article about Thorpe from Tips magazine. His answers are quite interesting. He will offer to prepare a tranquilliser gun for your use. Take him up on the offer and again enlist Tips help with the installation. During this period of activity a certain Mick Antrim checks out your sub and asks if you'd like to have an emergency survival unit installed as well. You agree, and then nosey about a bit longer until the unit is in place. The Sonar is next on the list for improving. This monster known as the 'SNARK' will be difficult to track. Have a word with Tip to see if he can fit a finer grid and throttle control in the sub. He should agree with you. Well, that's about it really we are about ready to set off into the ocean, but what about the saboteur? Once you have settled into your seat in the sub you will notice a nasty looking syringe in the unit installed by Amy and Bill. Get the syringe and take it to Doc Horvak. His analysis will reveal Arsenic! Now confront Amy and Bill. On showing it to Bill he turns and legs it towards the sub. Quickly run to the office and get under the desk. No, silly boy, run to the office and watch his movements on the monitor. Bill climbs down the ladder of the docking tank and you realise you have only a matter of seconds before he make his get-away. Turn off the electricity in the docking tank. Bill now realises that escape is out of the question and gives

himself up. Now turn the power back on and leave the office. The Aquadome staff cheer and after a few million seconds you leave the cheering and board the sub. After the tank has filled with water, turn the engine on and open the gate. Now turn the joystick South, open the throttle (save the game here) and head out to the ocean and Part III awaits.

Now let the real battle commence. We have the Snark, and most importantly, perhaps the evil Dr. Thorpe. After going South from the docking tank set the throttle to medium. Turn Southeast and wait until you reach the Snark and the Sea-cat (Thorpe is at the controls).

Thorpe taunts you with his power and admits that the destruction of the Aquadome is his aim. Then over the airwaves a voice interrupts the transmission and it's that of Sharon. She explains her actions, of how she only went along with Thorpe in order to trap him and she is ready to help in the capture of the Snark. She also has a lot of interesting points to raise but you do not have the time to listen. The Snark is heading towards the 'Dome'. First of all, try this method to render the Sea-cat out of action before Thorpe can use its power against you. Go East twice, now check the Sonar to make sure you are in position. Set the throttle to slow and

turn South. Head Northwest for 4 moves. At this point the airwaves are crackling with Thorpe's deadly tones. Ignore him and head Northwest another two times. The sub should now be to the East of the Sea-cat. Enter the following command all in one line. WEST THEN AIM BAZOOKA AT POWER POD THEN SHOOT POWER POD WITH BAZOOKA.

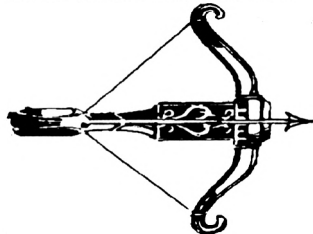
Now the Sea-cat is out of action, and Thorpe has been knocked out cold. Sharon guides the Snark to its hidden cavern where you can examine it later. Well done your mission is complete and you have saved the Aquadome.

Terrors Of Trantoss

B. R. Pell concludes his help on this Ram Jam adventure.

So here is the rest of my tale. I think I left the two heroes at the chamber of light. Well since then, I have discovered that at the location where you go up to drop the pills to your mate, who's gone and got himself locked in the dungeon, you have to pull lever, then smash the door with your staff to get some steel bars, which come in handy later on, Right, back to where I left them last issue. Go north and you're set upon by some bandits who steal the mace from you. You can of course go empty handed, and the fools steal all your objects -

they haven't the brains to see that you're empty handed. From here go north to the blacksmith's shop. Give him the bars and he returns the favour with a crossbow. Now



leave the shop. You can take the candle or come back later for it. It's a good idea to take the axe and save walking, which with the amount of miles you've already had to do, you might as well reserve the old life fluid.

Head south until you come to a location allowing you to go east, go east and

cut down the vine. Now here I found I had a bit of trouble, the vine isn't called anything that I could make out. Take rope or vine didn't seem to work so I eventually resorted to take all which allowed me to pick it up. Now west, back onto the path, and south to the next east turnoff. You now come to a path going up and a lot of bandits throwing spears at you. Don't worry they're lousy shots and none of them hit you. Fire the crossbow and after a few shots they run away, the cowards. Up you go and get the mace back, or if like me you fooled them at the light chamber there's nothing to pick up. Make for the path back again to the blacksmith's cave and take the candle. Go west to the eternal light and light the candle. Back out and you see the mountain men

waiting to follow you. Type follow me, and as long as you have the vine they will follow like man's best friend.

Return to the place where you got rid of the bandits, and go up to the top where you recovered the mace. Join forces with the men and push the boulder. Just say push boulder and they all come tumbling down to form a dam in the river. To get there go down, west, south and hey presto a dam. Cross dam, but only half way, because with the help of your new found buddies you need to smash the dam. Make a dash south to the other side. Your mates, the mountain men run back home without even saying goodbye. You had to destroy the dam because you need to return to the place where you first got the mace, and this would be flooded if

you left the dam intact. Before that go to the temple where you got the red sword, you know that you dropped the crown on the statues head, and the prism, well this time take the mace and give it to the statue. The power is triggered and the mace is destroyed, all this work and you end up breaking it. Well that's adventures for you, but it's not over yet. Go to the wall which opens with the sphere, and now the bridge, guess what? it's gone! Have no fear, as long as you have the rope and the vine, you can go back and get the rope from the face, just take it, and it comes down from it's place magically tied. Tie rope at bridge and then one at a time climb down the rope into the ravine and then up the other side. Make your way to the place where you got the

mace, but instead of going in, go west, you'll find a door that wasn't there the last time you visited the place. Inside is a chest with treasure, yes a treasure chest. Grab this and head for home. One last thing I found out, is you can get across the river, this time without the aid of the hunchback, if the river is still damned up. Great I thought, no need to call him out, but as I said the mace location is flooded, so smash the dam and make sure, you still have the horn, with you to call the hunchback, then trick him once again and get the coin from his cave, he's such a fool to fall for the same trick twice. If you left the horn on the other bank, get it. Cross the dam and get the man to help you, then call old humpy to take you on the ferry across the river, and home.

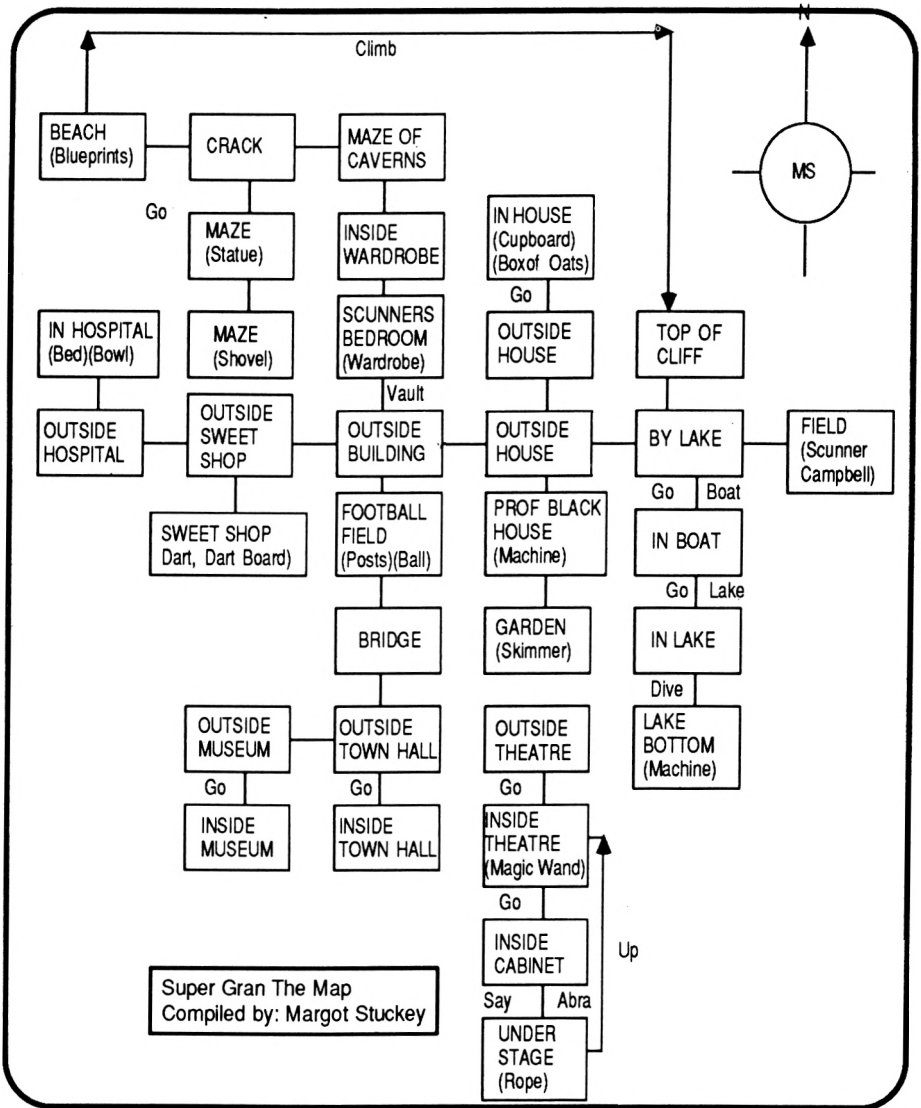
The O Zone

Solution courtesy of G Quinn and A Harrison completed on the Spectrum.

TAKE GLASSES,
WEAR GLASSES, EXAMINE
DOOR, JUMP BEAMS,
DROP GLASSES, E, TAKE
50p, W, N, EXAMINE
CANNON, NE, PRESS
BUTTON, SW, SWITCH
SWITCH, E, EXAMINE VINES,
CLIMB DOWN, SW. E.
ENTER BUS, PAY
CONDUCTOR, TAKE
WALLET, OPEN WALLET,
TAKE £10, TAKE
TRAVELLERS CHEQUE, E,
SE, ANSWER PHONE, DROP
£10, DROP CHEQUE, NW, S,

EXAMINE BRIEFCASE,
SWITCH SWITCH, W, S,
CLIMB TOILET, EXAMINE,
CISTERN, D, TAKE
ENVELOPE, OPEN
ENVELOPE, DROP
ENVELOPE, TAKE LETTER,
TAKE KEY, READ LETTER,
N, E, UNLOCK CASE, DROP
KEY, TAKE MAP, EXAMINE
MAP, READ NOTE, DROP
MAP, N, SE, TAKE £10, TAKE
CHEQUE, EXAMINE LADY,
BUY TICKET, NE, SE, TAKE
HOOK, TAKE
SCREWDRIVER, S, ENTER
BIPLANE, EXAMINE PILOT,
FREDDY LAKER, W, STICK
BACK, E, E, N, SWIM N,
SWIM N, SWIM D, TAKE
TORCH, SWIM D, SWIM S,
S, W, W, TAKE CROWBAR,

W, TAKE SNAKE, E, S, SW,
THROW SNAKE, S, S, LIGHT
TORCH, PUSH POST, E,
INSERT CROWBAR, DROP
TORCH, PRESS I, TAKE
BUCKET, WEAR BUCKET, E,
TAKE SPHEROID, EXAMINE
SCREEN, A, B, C, 3,
REMOVE BUCKET, FILL
BUCKET, TAKE OVOID, E, D,
W, THROW ACID, DROP
BUCKET, W, W, INSERT
OVOID, TAKE GUN, N, SE, U,
U, THROW HOOK, CLIMB
ROPE, NW, N, NE, N, CLIMB
TREE, DROP
SCREWDRIVER, D, W,
EXAMINE PANEL, OBELISK,
W, TAKE SCREWDRIVER,
INSERT CROWBAR,
UNSCREW NOSE, FIRE
GUN - and that's it!



The Serfs Tale

Hints courtesy of **A Edney**.

To get the coin: Go

up into the loft of the well house, and examine the straw.

The magic word is:

XYZZY (you must stand on the disc and say it)

The second magic

word for the other side of the disc is: GLUPH

To use Ram

Load/Save you must destroy the snake: carry the cage and open it. catch the bird and go

to the snake. release the bird and the snakes are gone. Get the Grimoire and read it.

To use it: CAST
evas mar (ram save)
CAST

erotser mar (ram restore), please note to cast ram restore, you don't need to carry the grimoire, as you need to do for the ram save.
For map and keys:

Go south east from the hill top until you find them.

To go to the Waystation: Read the map and go north east across the moor.

Waxworks

Allan Shortland is no dummy with this one

COMPLETE SOLUTION

I, READ PAPER,
DROP PAPER, U, W, SAY 46,
E, N, SAY 1953, S, D, N,
EXAMINE TOILET, GET
JACKET, EXAMINE JACKET,
GET PISTOL, EXAMINE
JACKET, GET BULLETS,
LOAD PISTOL, I, DROP
JACKET, S, W, W, E, GET
AQUALUNG, WEAR
AQUALUNG, W, GO
AIRLOCK, SWIM, W, D, N,
EXAMINE JUNK, GET
CROWBAR, EXAMINE JUNK,
GET LAMP, RUB LAMP, I,
DROP PISTOL, DROP
MATCHES, DROP
AQUALUNG, D, EXAMINE

PIED, GET FLUTE, MOVE
GUY, U, GET KEY, OPEN
CUPBOARD, U, D, INSERT
COIN, I, GET BEAM,
EXAMINE SEAT, RUB LAMP,
DROP BEAM, RUB LAMP,
GET KEY, N, GO GRID,
LIGHT TORCH, DROP KEY,
N, N, PLAY FLUTE, N, PLAY
FLUTE, W, EXAMINE TRAP,
GET CHEESE, RUB LAMP,
DROP CHEESE, DROP
FLUTE, DROP KEY, GET
AQUALUNG, D, U, U, D, W,
W, E, W, WEAR AQUALUNG,
GO AIRLOCK, SWIM, W, D,
DROP AQUALUNG, RUB
LAMP, GET BEAM, RUB
LAMP, FIX TRAPDOOR, I,
RUB LAMP, GET PISTOL,
GET MATCHES, D, GET
BARREL, EXAMINE BARREL,
WAIT, RUB LAMP, DROP
MATCHES, RUB LAMP, GET

ROPE, TIE ROPE, GO ROPE,
E, SHOOT ZOMBIE, GO
DOOR, RUB LAMP, DROP
PISTOL, GET MATCHES,
RUB LAMP, STRIKE MATCH,
LIGHT FUSE, DROP
BARREL, W, W, RUB LAMP,
DROP MATCHES, GET
CHEESE, GET KEY, RUB
LAMP, DROP CROWBAR,
GO TUNNEL, FEED RATS,
EXAMINE ALTAR, GET
TALISMAN, WEAR
TALISMAN, U, N, GO DOOR,
EXAMINE JEWEL, GET
CASKET, OPEN CASKET,
GET LEAVES, DROP
CASKET, E, S, U, GET
CROWBAR, E, GO DOOR,
GO PASSAGE, OPEN
SARCOPHAGUS, GIVE
LEAVES, WEAR MASK.....
FINISHED.

The Wizards Scrolls

Solution courtesy of I
Delafield

Start at Gate:

D, W, GET KEY, W,
N, U, E, GET RING, D, N, N,
UNLOCK DOOR, OPEN
DOOR, W, N, N, EXAMINE
FIRE (secret passage to the
north), DROP KEY, N, GET
DAGGER, GET BRACELET,
N, E, E, (If an elf appears kill
him with the dagger), W, W,

W, S, S, S, E, S, E, GET
WINE, S, S, E, N, DROP
RING, WEAR BRACELET,
OPEN CUPBOARD (inside is
Quadron's Scroll, leave it
here for now), DROP
BRACELET, GET RING, S, S,
S, EXAMINE TAPESTRY (it
moves and there is a passage
going up), U, GET LAMP, (you
are transported), E, E, GET
DIAMOND, N, W, W, DROP
LAMP, GET IDOL, (you are
transported), E, E, N, N, W,
W, S, W, W, DRINK WINE,
GET MEDALLION, N, E, E, E,

E, S, S, W, S, W, W, N, W, N,
N, GET KEY, (it turns into the
Golden Key because of the
medallion), GET KEY, OPEN
DOOR, W, D, PULL CHAIN,
U, GET DIOS' SCROLL, E, S,
S, E, S, S, W, DIG (you find a
trapdoor), WEAR RING,
OPEN TRAPDOOR, GET
MONUS' SCROLL, E, N, E, S,
S, E, N, DROP KEY, GET
QUADRON'S SCROLL, GET
TORCH, S, S, W, D, DIG,
CUT GLASS, DROP
DIAMOND, GET TERTIUS
SCROLL.....

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The World of PBM, introduced by Jason Roseaman

H & D's Play by Mail column.

It has been yet another busy month at the Roseaman home. I've had turn reports coming in every few days, and various rulebooks, that need to be read before commencing play. The only items missing are your letters. So far the mailbag for my department has been rather lacking. I am told by the editor that many of you are interested and play PBM, so why not drop me a line. If I get enough maybe the powers that be will let me have a special mailbox of my own.

You'll be glad to see the first review we've had so far, and I'd love to hear your comments on any game I review. In fact, I count your opinions so much that I'll even print them along with my review. In future columns I will be reviewing Trolls Bottom, It's a Crime, alongside St. Valentines Day Massacre, Ryn, and Cult City. If you play in any of these games please send in your view of them.

Before the review itself let me introduce our own specially designed PBM review system. As well as the individual marks for each of the fields below, I shall also be giving a kind of overall judgement in the form of either 1st Class, 2nd Class, or 3rd Class. With 1st Class

obviously being the highest reward. very few games are likely to attain the 1st Class award, so they really have to be special for me to give it them. Now for the individual marking.

Atmosphere: Does the game make you feel as though you are there?

Contact: What kind of interaction goes on between players, and are you able to really ally?

O' Great Ones: How would you rate the amount of time the game Masters and Designers have spent putting the game together, and do they put enough effort into the game as it's running?

Value: Very important, when all is taken into consideration is the game worth all the hard earned money?

X - Factor: Even if the game has pathetic interaction, bad quality GM'ing, and costs the Earth, does it have that irresistible touch that makes you want to play anyway?

If you do write, on any game, please include your comments on the above factors. I will be giving my comments on each one as well as giving a percentage mark for individual fields. Right here we go with our first review...

SHATTERED WORLD

Producer: Jade Games

Start Up Cost: £5

Turn Costs: £1.50

Address: PO Box 54,
Southsea, Hants, PO4
0NA.

Shattered World is quite an original game. Put simply, you control a number of vehicles that scout, mine raw fuels or can be used to defend your flying pyramid, called a Tetralith. Your Tetralith is the most important vehicle you have, as in it are your colony of humans. The reason they are in the pyramid is due to the planet around them Flindor, is falling apart.

The story runs a little like this. A rogue moon has come into Flindors orbit and the pull between the surfaces is creating earthquakes, volcanic eruptions, and tidal waves, not too mention that creatures from the rogue moon are flying down to Flindor every now and again.

Your only chance of survival before the planet explodes completely, is to get your Tetralith, to an unfound plateau somewhere on the planet. Here, it is said, is a way off the planet.

Getting to this plateau is far from easy. You have to collect one hell of a lot of fuel, using your mining units, before you locate it and slowly move your Tet onto it. So far I have gathered that the plateau is somewhere along the equator, so it's

narrowed down to being one of 70 hexes.

Shattered World has quite an original theme for producing the post-nuclear scene, but unfortunately is let down by small mistakes here and there. As well as the odd spelling mistake (kept in the turn report below) which show how quickly the game was put together. I have also had vehicle orders that were not carried out. Although this doesn't say much for the game, there is still some kind of mystique that keeps you coming back for more.

The following is an actual turn report taken from SW.

REPORTS OF COMBAT

THE COMBAT HAPPENED AT X CORD= 12 Y CORD= 18 YOUR UNITS WHERE COMMANDED BY :-
BLASTER
YOUR TETRALITH WAS ALSO INVOLVED

YOU ENGAGED THE UNITS UNDER THE CONTROL OF BLAKE
THESE CONSISTED OF:-
2-JACKSON
2-PROSPECTA

YOUR FOLLOWING UNITS HAVE BEEN DESTROYED
BLASTER

YOU DESTROYED THE FOLLOWING UNITS
2-JACKSON
2-PROSPECTA

EXTRACT FROM THE TETRALITHS LOG BOOK
WE MOVED NORTH-EAST PASSING THROUGH A

DESERT
WE MOVED NORTH-EAST AND ARE NOW CAMPED IN A DESERT
A NUMBER OF LARGE CARVED STONE BLOCKS CAN BE SEEN LYING ON THE GROUND
THE EXACT POSITION OF THE TETRALITH IS X CORD= 12 Y CORD= 18
THERE ARE SIX UNUSED CRYSTALS ON BOARD
WE FOUND 3 OF THESE CRYSTALS IN THE AREA SURROUNDING THE TETRALITH
THIS IS SUFFICIENT FUEL TO TRAVEL FOR ONLY ONE HEX
DAMAGE REPORT:-
INTERMEDIATE DAMAGE (21%)
THE TETRALITH IS ARMED WITH A SONIC CANNON

RADIO REPORTS FROM EXPORATORY UNITS

SCOUT WALKER COMMANDED BY ZAPPER
WE MOVED NORTH-EAST PASSING THROUGH A DESERT
WE MOVED NORTH-EAST PASSING THROUGH A DESERT
WE MOVED NORTH-EAST AND ARE NOW CAMPED IN THE DESERT
THE TRACKS OF A DIGGER UNIT CAN BE SEEN MOVING WEST
ARE EXACT POSITION IS X= 15 Y= 17
ARE PRESENT OFFENSIVE CAPABILITY IS 100 PERCENT
WE ARE CARRYING NO CRYSTALS

SCOUT WALKER COMMANDED BY CRUSHER

WE MOVED EAST PASSING THROUGH A DESERT
WE MOVED EAST PASSING THROUGH A DESERT
WE MOVED EAST AND ARE NOW CAMPED IN A DESERT
ARE EXACT POSITION IS X= 15 Y= 19
ARE PRESENT OFFENSIVE CAPABILITY IS 100 PERCENT
WE ARE CARRYING NO CRYSTALS

SCOUT WALKER COMMANDED BY DEF ONE

WE MOVED SOUTH-EAST PASSING THROUGH A DESERT
WE MOVED SOUTH-EAST PASSING THROUGH A DESERT
WE MOVED EAST AND ARE NOW CAMPED IN A DESERT
ARE EXACT POSITION IS X= 12 Y = 15
ARE PRESENT OFFENSIVE CAPABILITY IS 100 PERCENT
WE ARE CARRYING NO CRYSTALS
WE ARE ACCOMPANIED BY THE MINING UNIT
COMMANDED BY BORE

SCOUT WALKER COMMANDED BY DEF TWO

WE MOVED NORTH-EAST PASSING THROUGH A DESERT
WE MOVED EAST PASSING THROUGH A DESERT
WE MOVED EAST AND ARE NOW CAMPED IN A DESERT
ARE EXACT POSITION IS X=

13 Y= 17
ARE PRESENT OFFENSIVE
CAPABILITY IS 100
PERCENT
WE ARE CARRYING NO
CRYSTALS

**MINING UNIT
COMMANDED BY BORE
WE MOVED SOUTH-EAST
PASSING THROUGH A
DESERT
WE MOVED SOUTH-EAST
PASSING THROUGH A
DESERT
WE MOVED EAST AND ARE
NOW CAMPED IN A DESERT
ARE EXACT POSITION IS X=
12 Y=15
ARE PRESENT DEFENSIVE
CAPABILITY IS 100
PERCENT**

Something I did
notice in the game was that
there is not really a need for

an alliance. The only help you
can use is in finding the
plateau, other than this you
can go it alone.

One tip I do have for
the game is that to raise your
rating dramatically, try and
involve your Tetralith in any
battles. Using this method I
managed to move from 57
points to over 300.

Overall I found SW a
nice'n'simple game with a fast
turnaround. turn costs are
perhaps 20 pence too high,
but set-up includes two free
turns, and a very nice wall
map. This game would be very
suitable for newcomers to
PBM or a hardened gamer
looking for a little relaxation

**Atmosphere: 79% (Let
down by simple mistakes)
Contact: 56% (Not much
need for interaction)**

**O' Great Ones: 78%
(Friendly, helpful GM's but
the game is computer
moderated anyway)
Value: 62% (Printouts
could be longer for £1.50)
X-Factor: 75% (Definitely
something addictive about
SW)
Overall Judgement: 2nd
CLASS**

That's all for this
month, but next issue I shall
have a review of Trolls
Bottom from Project Basilisk,
and hopefully a competition
where you can win a few free
start-up's.

Don't forget to write
to me at H & D, address all
correspondence to:
Jason Roseaman, Going For
the Post, H & D Services,
1338, Ashton Old Road,
higher Openshaw,
Manchester M11 1JG.

Strategy Reviews

**Dave Allen gets
to grips with two
recent, cassette
based War
games from
C.C.S., and
P.S.S.**

**Title: ZULU WAR
Publisher: C.C.S.
Address: 14 Langton
Way, London, SE3 7TL
R.R.P: £8.95
Game Type: War
Simulation**

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The new game from
CCS deals with the original
subject of the Zulu War of
1879 between the British and
the Zulu King Cetshwagho.
The invasion of Zululand, by
the British, was a result of
territorial disputes between
Cetshwago, the Boers, and
the British, with the war finally
being settled at the battle of
Ulundi on 4th July 1879.

I am sure everyone
has seen the film, where
Michael Caine, Stanley
Baxter and a handful of British
soldiers fight off thousands of
enraged Zulu's, with a
combination of heroics and

terrible singing. This is what
comes to most peoples mind
when Zulu's are mentioned. It
is in fact, an interesting idea
for a computer war game,
since, on one side we have
the British army, with the
training and equipment of a
modern army (modern for
1879) and on the other Zulu
army, armed mainly in the
traditional manner of spears,
unchanged for hundreds of
years. In close, man to man,
fighting the average Zulu was
more than a match for the
average British soldier, but
the British relied on long
range firepower, plus, the fact

that they had the advantage of cavalry. All this makes for an interesting contest.

The game itself consists of two scenarios, one on each side of the tape. The first scenario is the battle of Uludi where the British, under General Chelmsford defeated the Zulu's outside Ulundi, the capital of Zululand. The second, and easier, scenario is Umlalazi where the Coastal Column, under Major-General Crealock, is attacked by the Zulu army. In fact this scenario is fictitious since the coastal column never actually took part in the war. In each case the scenario has three levels of difficulty, based on the number of Zulus attacking. 15,000 at the easiest level, 28,000 which is nearer the true number, and 40,000 at the highest level, representing the maximum number of men the Zulus could have used.

At the start of the game the British regiments are assembled in squares on the left of the screen. The Zulus attack from three sides, north, south, and east. For the Zulus to win they must kill the British

commander. A British victory occurs when the Zulu forces are wiped out. The game is one player only in which you control the British forces. The British move fast, and after each unit moves, combat takes place between adjacent units. In the movement phase the British have the option of long range fire. The state of each British unit can be gauged by a bar-chart on the right of the screen, depicting number of men, morale and efficiency. Terrain affects movement and the map clearly shows terrain type. Naturally enough you cannot shoot through buildings etc, and cavalry can move further than infantry, with lancers having the option of charging the enemy. The game can take a long time to play and so a load/save option is included. Also a game can be aborted and restarted when necessary.

When I first loaded this game up and saw little squares of unconvincing stick-men I thought "Uh-Oh". However I was proved wrong and the stick-men, although

unusual looking at first, work rather well. At first it is quite difficult to manoeuvre your large square regiments around the map without feeling it is all a bit clumsy, but a bit of practice and you are soon in complete control. These units pack quite a punch during long range encounters, which is just as well, as the Zulus keep on coming. Wave after wave of screaming Zulus come charging at your thin red line and a stiff upper lip is required not to cut and run. The beauty of this game is its flexibility, in that each unit can move, fire, and move again, after another unit has done its thing, giving the whole thing a realistic feel. The game is immensely playable, if a bit simplistic, and should be ideal for the beginner and a bit of fun for the old campaigner. Price wise, with two scenarios included, you can't go wrong.

Graphics 75%

Playability 90%

Addictiveness 81%

Lastability 85%

Value For Money 85%

H & D Rating 83%

Title: BISMARCK
Publisher: P.S.S.
Address: PSS, 452
Stoney Stanton,
Coventry, CV6 5DG
R.R.P: £9.95
Game Type: Naval War
Simulation

German Grand - Admiral Raeder was so pleased with the havoc that the Scharnhorst and Gneisenau had wrought upon

allied convoys that he decided to execute Operation Rheinuburg in which the Bismarck and Prinz Eugen should break into the Atlantic to join them in their mauling of allied merchant shipping. In the event, Scharnhorst and Gneisenau were still undergoing repairs, and so it was decided Bismarck and Prinz Eugen should carry out the operation on their own for the time being. The thought of

these four ships, roaming freely in the Atlantic, sent palpitations through the British Admiralty and Bismarck became public enemy number one. It was essential that the Royal Navy prevented Bismarck from breaking out, and this task fell upon the shoulders of Admiral Tovey, the Commander in Chief of the British Home Fleet. With a fair amount of skill, and a considerable amount of luck,

the Bismarck failed to escape the attention of Tovey's forces and was sunk in the Atlantic on May 27th 1941, but it was a near thing.

This game, then, deals with the break-out of the Bismarck and her pursuit by the Royal Navy. The game is for one player in which you can take the role of hunter or hunted. You are initially presented with an option menu where you decide who you are to play and whether you want the standard game or a set-battle between two of the participating forces. The game can be played at three levels of competence and three different speeds. The standard game deals with the whole chase, finishing, when Bismarck reaches the safety of a friendly port, or, when the British succeed in sinking her. If you chose to play the British, you control several of the main ships in the pursuing groups, but the German side restricts you to controlling Bismarck. A map appears at the start of the standard game representing the North Atlantic and shows the initial position of your forces, the location of ports, and any enemy units in visual range. The map screen also allows you to instigate an air search, get a weather report, or

Bismarck

On the evening of 24th May 1941, HMS Hood took a direct hit in her magazine. Of the 1415 men on board, only 3 escaped with their lives. BISMARCK had claimed her first victim.



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WIZARD GAMES
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receive a message from your headquarters. Your forces can be moved around the map by the way of a cursor and, at any point, you may go to the battle screen for a particular ship. These screens vary slightly according to the type of ship being controlled. Battleships have the option of damage control, cruisers have torpedoes, and carriers have a launch aircraft option. On the battle screen you control the ships guns, movement, and can identify any other ships in range. During battles two figures are shown, representing damage to each ship. If this figure gets to 100 you are on your way to Davey Jones' Locker. The game continues until you have lost all your ships, sunk the Bismarck, or reached a

friendly port, in which case you are given an ability rating.

My first reaction to this game is that, due to its continuous play and hectic battles, it will appeal more to the action men and women amongst you, as apposed to those who like to sit back, and plan, before committing themselves. Although some strategy is required for your movements on the map screen, the main activity of the game is coping with running your ship in the heat of battle. The game, therefore, tends toward simulation rather than strategy. The graphics on the screen are no more than work-man like but come good on the battle screen. The icons take a bit of getting used to, but the effects are excellent, especially during an exchange of fire. The set battles are really only good for practice, but are useful exercises to sharpen you up for the main event. You get a fair bit for your money with this game, and although not a classic, I thought it was a very creditable effort.

Graphics 89%
Playability 79%
Addictiveness 77%
Lastability 82%
Value For Money 76%
H & D Rating 82%

Anthony Swinton takes a look at the latest disc release from S.S.I.

Title: WIZARD'S CROWN
Publisher: S.S.I.

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Address: Units 2/3, Holford Way, Holford, Birmingham, B6 7AX
R.R.P. £19.95 (disc only)
Format: Available on C64
Game Type: Role Playing Fantasy

In this role playing

fantasy game you get an added element of tactical combat. Your quest is to search for that well worn crown, used in so many of these type of games.

On loading the game you are confronted by the opening menu, where you

have a five level degree of difficulty from which to make your choice. Now comes one of the main elements of frustration with this game. Despite the price of almost £20 you must first create a games disc and also a dungeon disc, neither of which is provided with the game. Creating the disc takes about 20 minutes, and you will have to repeat this exercise every time you play a new game.

You can create up to eight characters of your own or to start, use the characters already available at the inn and ready to do your bidding. This way you will be able to familiarise yourself with those attributes which you would find most helpful in your own self created characters.

You move the characters around a brightly coloured map. A sub menu asks you to choose which of your adventurers you wish to take point. The man who is point can act as scout, being able to advance 9 paces ahead of the main party, from time to time, and with the ability to send messages back. The messages may for example state that he has spotted an ogre or some such creature. You can now choose whether to fight quickly or slowly. With the quick option the computer does the fighting for you, and the fight lasts about 10 seconds. The slow method i.e. the tactical combat element,

allows you to move your adventurers around an enlarged section of the map. You give orders to each individual within your group dependant upon the various attributes you have given him or he has earned during the game. Each time an individual character makes a move he loses one or more turns so it is important to choose your orders carefully to maximise the overall effect. The slow



battle can take anything from 20 to 30 minutes to complete. The individual characters are graphically not much bigger than say the footballers in Football Manager ie minute! There appears to be too much time difference between the quick battle (just 10 seconds) and what can seem like hours, the slow tactical combat method (20-30 minutes) (yawn!). Anyway whichever method you choose, any adventurer who

manages to finally kill anything gets to keep all that his fallen adversary was carrying.

It is a good idea to save the game regularly, or you may all die and then have to start a new game, and have to go through the rigmarole of creating a new games disk. To save the game just tell the minstrel your tale. Quite a nice touch.

Although combat is a necessary part of the game the main objective is to explore the dungeons, and you will need a combination of character types to allow you to maximise the effect. For example fighters may be good for combat but they are not good healers. Thieves are sneaky, make good point men and can disarm traps. The skill in the game is to allow your characters to improve their abilities and so are able to penetrate deeper into the dungeons.

With this type of game you either love it or hate it. Personally I found this game a forgettable experience but I do know someone who enjoyed it, once he had made up his mind to forget all about the slow tactical combat and concentrate on the exploring and looting, leaving fighting to the computer.

Wizard's Crown - the Scores
Graphics 71%
Playability 49%
Addictiveness 40%
Lastability, 30%
Value for Money 40%
H & D Rating 42%

1338 - The Saga Continues

As I write this, the sun is beating down from a clear blue sky, strange for Manchester we know, but anyway as I search for inspiration, one thought keeps returning. What the hell am I doing here! I could be out enjoying the sun, but dedication to our fan prevents me and keeps me at my desk. So much has happened in this small corner of British industry since I last wrote. More new faces have been dragged off Maggie's dole queue in an effort to make H & D great, well average, anyway. A number of puzzles have also been resolved, so I'll try to put together the facts.

First the good news. Liz has finally been completely exonerated to the relief of the staff and no doubt our reader. You may know that Liz was on her final warning after there was no explanation for files that were going missing. It was actually industrial espionage, and the person actually responsible was, wait for it, the cleaner. Well I guess you're as flabbergasted as we are at this news, but our sweet old cleaner with the moustache was a spy. The facts came to light when the films we'd had printed came back and in among a whole

series of artistic nudes, which were quickly confiscated by Mr. H, were a series of photo's of pages of our Hints Pokes and Maps, and even more importantly one where a mirror on a wall perfectly captured an image of our cleaner taking the photo's. Mr. D informed the Police who managed to capture our cleaner hot footing it through Piccadilly, mop bucket in hand, ready to board a train to Shropshire. It turned out in fact that the company she worked for had minor links in the world of computer magazine publishing, who had used her as a spy to get inside information on the H & D empire. Mr. H immediately threatened legal action against the company, but after some reversed charge calls to Ludlow, Mr. H. agreed with a gentleman called Roger who was apparently high up in the organisation, that they could settle out of court with the defendants agreeing to sell off one of their publications as compensation.

As a result of this lapse in security, Joe was delegated to organise a sweep of the office to make sure that there were no bugs planted. Unfortunately chaos reigned when a firm complete with hoovers strapped to their backs and going by the name of Bug Busters arrived, and the offices had to be vacated for a day whilst they went around spraying things. Mr. D had to explain to Joe that this wasn't quite what he had in mind but at least it got rid of the smell of Carl's... sorry Liz's

perfume, and everyone felt a little high for a few days, so much so that Mr. D plans to get them back again in the very near future.

The mystery of Mr. H's behavior was finally resolved, and it was revealed that there were in fact two Mr. H's. Twins, now who said God hasn't got a sense of humour? Percy got the shock of his life when he bumped into the two of them one morning, both sitting either end of a desk like a pair of Toby Jugs. Mr. D. was a little perturbed when told and wondered how he was going to manage with two of them, but although, apart from a beard on Mr. H, they are identical, their temperaments are totally different. We all know about Mr. H's obvious capitalist tendencies, but his brother is a kind considerate left wing activist! For some strange reason Mr. H has had to allow his brother to join the firm, although they obviously don't get on. Brother H as he would like to be called quickly formed a Union amongst the down trodden H & D masses. The dues are a little high at £25 per week, but as Brother H explains, as full time convener he needs to quickly build up the finances, if he is to be able to take industrial action. Liz has been the first to pay up because of what she's been through the last few weeks, and Brother H is now pursuing an equal opportunities and victimisation claim against the company, and we can expect some heavy negotiations over the

next few weeks.

The Gobble problem refuses to die, and the latest blow has been the reluctance of the City Council to drop the committee that's looking into the Gobble statue. They have sent a summons to Mr. D, and Mr. H to appear before the Chair Person, a Mister Mirage Vendis who dwells at the Church of God The Light for Freedom somewhere in Whalley Range. They're accused of discrimination against Turkish minorities, racism and blatant Fowlism. What with this and Union problems, Mr. H is becoming very worried.

To add to poor Mr. H's worries, he stumbled across various adverts asking for art-work for the handbooks. Mr. H. told Mr. D. that there was no need as he does all the art-work, but in a rare moment of candour, not too say outright courage, Mr. D. told him that his drawings were just not good enough and they had never used any in the Handbooks. Mr. H. dug out his three copies of the handbook, all with his art-work in, and Mr. D. twisted the knife by telling him the whole truth. Mr. H. looking drawn asked to be alone. Mr. D. feeling a lot better, got on the phone to advertise for an artist. A few days later came the day for the interviews, and amongst all the average talent came a lad called Dominic, Six foot thirteen inches in his stocking feet. Mr. D thought it was odd him having no shoes on, but he knows what these arty types are like. Mr. D. informed Mr.

H, over the phone as he was accepting no visitors, that he'd taken an artist on the payroll, to which Mr. H. was very mature and now even refuses to answer phone calls.

Mr. H's mood was affecting the staff and so Mr. D. asked Percy to arrange a trip for Easter Sunday, to try to cheer the staff up. Percy being a horse racing fan arranged for the staff to go to Brighton for a day at the races. The day came and they all piled into the Company Reliant Robin, Percy insisted that they all be blindfolded, as it was a mystery trip, and a couple of hours later they arrived. Percy removed all the blindfolds and announced "here we are, Brighton", Mr. D. was a little puzzled, he'd never been to Brighton, but he knew that they had only taken a couple of hours, and why was Brighton full of Stan Boardman's, perhaps it was a Scouse holiday, but anyway they valiantly tried to find the racecourse with little success. To ensure the day wasn't a complete washout Mr. D. suggested that they tried to find the nudist beach. They trudged down the front, but the only bums they saw were a couple of tramps rifling through bins. The lack of nudists was attributed to the chilly weather, so throwing caution to the wind Carl stripped off and everyone else followed suit. It was not a pretty sight but at least the sight of people getting back to nature had brought a few sightseers to the front. They had just begun to enjoy

themselves when along came the police, and, to Mr. D's horror, arrested them all. Back at the station Mr. D. explained that they were just taking advantage of the famous Brighton nudist beach, and was totally dumbfounded when the police officer informed him that this was New Brighton. After checking the staff for any signs of drugs they were set free, and as the day was such a disappointment they decided to go back home.

After dropping everyone off Mr. D. took the Company Robin back to the company car park, and was a little puzzled to see the lights on in Mr. H's office. Mr. D. went in to check that everything was OK, but when he entered the office a sad looking Mr. H. was at his desk, and didn't even acknowledge Mr. D's presence. Mr. H. slowly opened his drawer, and Mr. D stood frozen as Mr. H. pulled out a pistol and slowly raised it to his head.....

Could this be the end of Mr. H, indeed H & D Services? Will he pull the trigger? Will Mr. D stop him? Does he even care? Find out in the next rivetting episode of the 1338 saga.

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